

STAR TREK™

A Game For Roleplaying

Adventures in the original series as was, back when



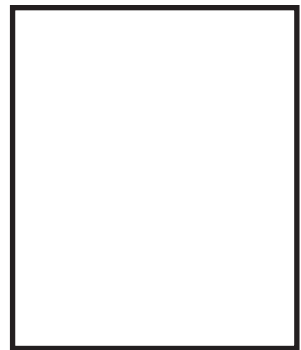
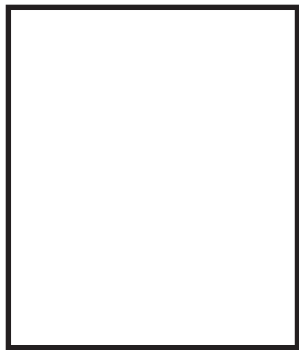
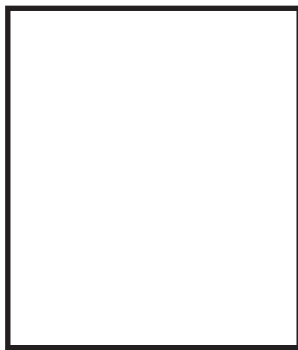
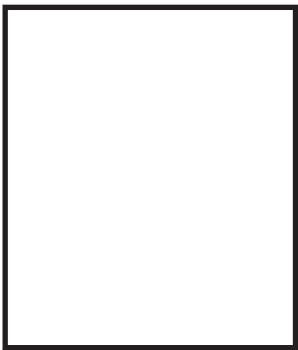
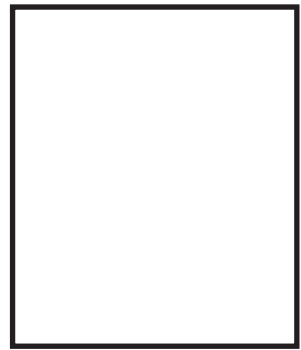
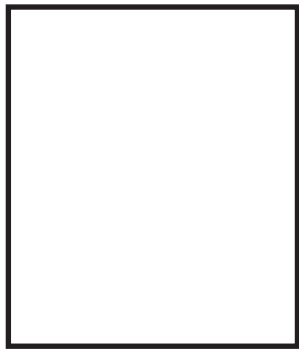
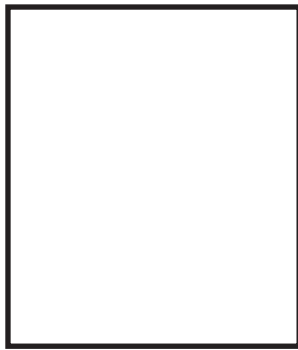
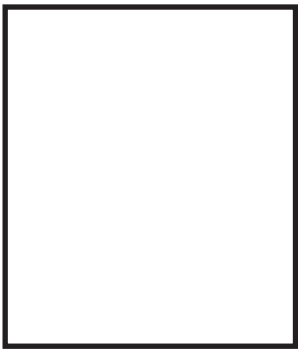
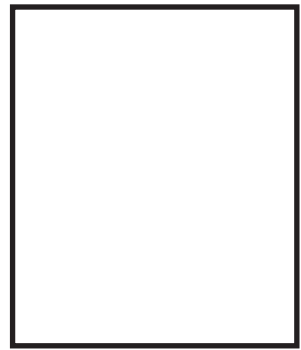
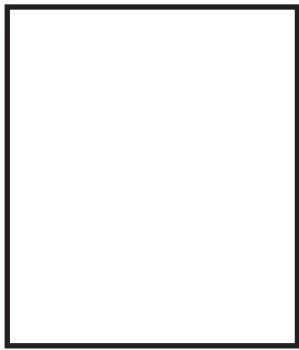
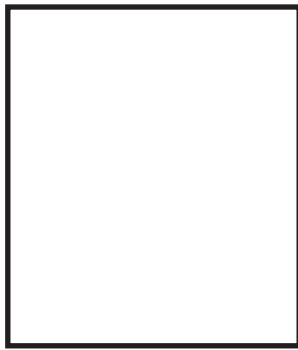
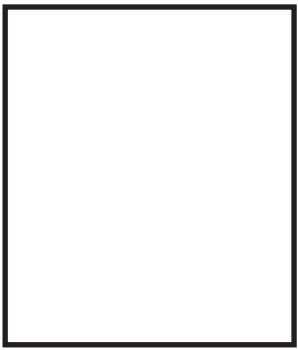
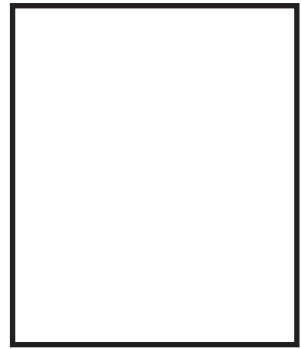
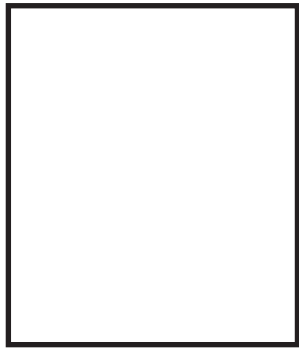
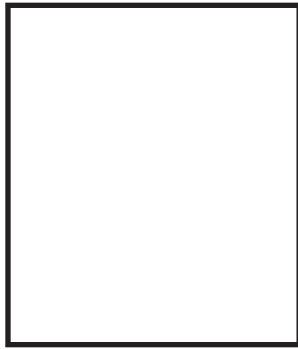
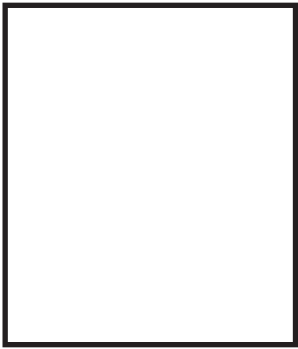
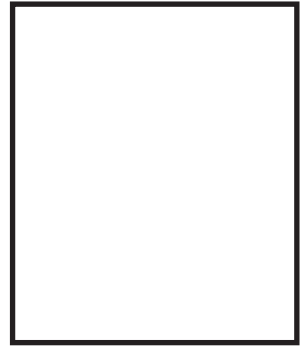
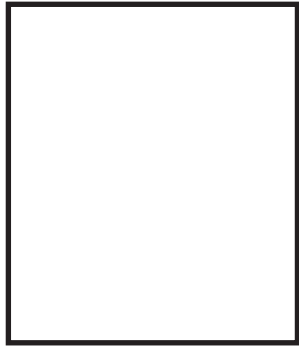
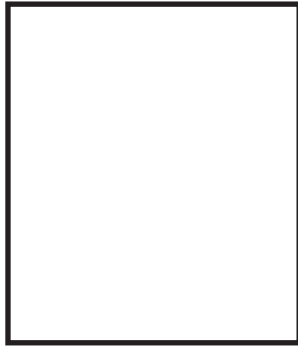
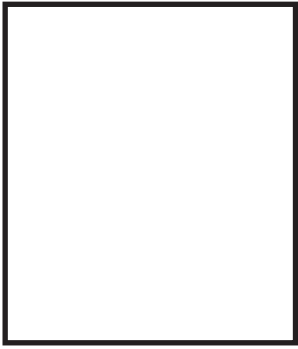
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GM EYES ONLY

Campaign

NPC ROSTER: CITIZENRY

GALLERY



Jack Photon's
4.0TH FANTAVERSARY REVISION

STAR 40TH TREK™

THE ROLE PLAYING GAME

FASA Corporation with Fantasimulations Associates

1983 ~ 2023



21st Century

HOUSE RULES

for 23rd Century Gaming

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Family

Homeworld:

Family

Parents:

Childhood:

Siblings

Areas of Improvement	
<u>Skills</u>	<u>Attribute</u>

- 1
- 2
- 3

Awards and Honors
Cadet

Term	1
	2
	3
	4
	5
	6
	7
	8
	9
	10

Lifepath
Academy
Cadet

Term	1
	2
	3
	4
	5
	6
	7
	8
	9
	10

History and Notes

Dreams and Direction

FEDERATION CITIZENRY RECORD

CURRICULA VITAE	LOCAL	CONTINENTAL	GLOBAL	INTRA-SOLAR	NEAR WORLD	DISTANT WORLD	SPACE STATION	ACADEMIA	Term Length	Efficiency	Awards, Honorifics and Notes
1st											
2nd											
3rd											
4th											
5th											
6th											
7th											
8th											
9th											
10th											
11th											
12th											
13th											
14th											
15th											

NAME		AGE
SPECIES		SEX
P.O.B.		HT
CAREER		WT
POSITION		HAIR
ASSIGNMENT		EYES
		D.O.B.
CREDITS		

NAME

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STR	END	INT	DEX	CHA	COOL	LUC	PSI
FOOLIES (CHA+COOL)/2 round down		PERCEPTION (INT+LUC)/2 round down		FOCUS (INT+COOL)/2 round down		PERSEVERANCE (END+LUC)/2 round down	

Administration	Demolitions	Medicine	ST Sensors
Anthrop	Disguise	ST Services	
Appraisal	Ecology	Meteorology	ST Weapon Ops
Archaeo	Electronics	Negot/Diplomacy	ST Weapons Tech
Art	Enviosuit Ops	Oceanography	Stealth/Hide
	Federation History	Pers Wpn Tech	Streetwise
	Federation Law	Philosophy	Survival
	Forgery		
Astron/Atrophys	Gaming	Physics	Track/Evade
Biology	Gambling	Psych	Trade & Commerce
Botany	Geology		Transporter Ops
Bribery	Hvy Wpns Op/Tech	Scrounge	Transporter Tech
Burglary	History	Seduction	Trivia
Carousing		Shuttle Pilot	
Chemistry	Holotechnology	Shuttle Sys Tech	Variable-G Ops
Combat	Instruction	Sm Equip Tech	Vehicle Op
Archaic	Interrogation	Sm Unit Tactics	
Armed	Intimidate	Sports	Warp Drive Tech
H-T-H	Lang		Zoology
Modern		ST Cbt Tac/Str	
Computer Op	Law	ST Comm Proc	
Computer Tech		ST Comm Tech	
Culture	Leadership	ST Engineering	
	Life Support Tech	ST Helm	
Dmg Ctrl Proc	Materials Science	ST Navigation	
Def Shield Tech	Mechanics	ST Security	

ACTION POINTS	1	UNCONSCIOUS SAVES	NATURAL	WOUND FATIGUE STUN	LUC Pool	PSI Vector	((INT+CHA+PSI)/3) rd		
	2		CURRENT	ATTRIBUTE FATIGUE EFFECTS		PSI Pool NATURAL			
	3		SAVE (END/2 rd)						
	4		SAVE (END/4 rd)		BARE HAND DAMAGE.....			TO HIT TABLE	
	5		UNC (END/10 rd)		WEAPON DAMAGE			(SKILL + DEX)/2=TOHIT DMG	
	6				STR BONUS.....+			Modern.....PER SETTING	
7			Skill Bonus.....+	H-T-H.....					
8			TOTAL.....=						
9									
10									
11									
12									
13									
14									
15									
16									

Action Point Table

Position Change A Opportunity Action

- A Turn in Place 1
- Stand-to-Sit or reverse 1
- A Stand-to-Kneel or reverse 1
- A Kneel-to-Prone or reverse 1

Movement

- Walk 1sq orthogonal 1
- diagonal 1.5
- Evade 1sq orthogonal 2
- diagonal 3
- Crawl 1sq orthogonal 2
- diagonal 3
- Run for full Turn 1/2 all AP
- Climb Stairs or Ladder 2x AP
- Climb Rope 3x AP
- Swim 2x AP

Equipment and Weapon Use

- A Short Communication 1
- Draw and Ready Device 2
- A Operate Familiar Device 2
- Draw and Ready Weapon 2
- Aim Weapon 2
- A Quick-Draw and Fire 3
- A Fire Ready Weapon 1
- A Throw Ready Weapon 1
- Adjust Weapon Settings 2
- Reload Weapon 2

Combat and Emergency Evasion

- A Attack min. 3
- A Parry/Defend min. 2
- A Dodge min. 3
- A Duck Thrown Weapon 2
- A Hide in Same Square 1
- A Hide in Adjacent Square 4
- A Roll Sideways 2
- A Drop-to-Ready 1
- A Drop-to-Prone 0
- A Dive to Prone 2
- A Dive Roll 4
- Flying Tackle min. 4

Terrain Modifiers

- Clear, Road or Path 1x AP
- Hills, Light Vegetation 2x AP
- Swampy, Rocky, Hvy Veg 3x AP
- Cliffs, Rough Terrain 2x - 4x AP

To-Hit Modifiers

Target Modifiers	Dice Mod
Range	
Point-Blank	-15
Short	0
Medium	+15
Long	+30
Extreme	+45
Size	
Very Small	+30
Small	+15
Man-size	0
Large	-15
Specific Location	+15
Position	
Standing	0
Crouched	+5
Prone	-10
Concealment	
≤ 1/3	0
1/3 - 2/3	+10
2/3 ≥	+30 or more
Movement	
Stationary	-15
Moving	0
Running	+5
Attacker Modifiers	
Aiming	
Aimed Shot	-25
Snapshot	0
Quick-Draw/Shoot	+25
Wrong-Hand	+20
Simultaneous Attacks	+10 each
Movement	
Stationary	0
Moving	+5
Running	+15
Evading	+30
Vulcan Nerve Pinch	
Target is:	Die Mod
Totally Unawares	-30
Surprised or Distracted	-20
Alert and Aware	+20
Aware of the Technique	+40

23010101

FEDERATION DATABANK

STARFLEET INFONET PUBLIC PERSONNEL RECORDS

NAME		AGE	STR	Top Skills	
SPECIES	P.O.B.	SEX	END	1.	
		HT	INT	2.	
BRANCH		WT	DEX	3.	
		HAIR	CHA	4.	
RANK		EYES	COOL	5.	
				...	
CURRENT ASSIGNMENT		D.O.B.	LUC	Dept Head	Y/N
			PSI	Cmd School	Y/N
				Contact Team Certified?	Y/N

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Service Record

<p>Honors</p>	
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<p>Assignments _____ Years Served</p> <p>Cadet</p> <p>Term 1</p> <p>Term 2</p> <p>Term 3</p> <p>Term 4</p> <p>Term 5</p> <p>Term 6</p> <p>Term 7</p> <p>Term 8</p> <p>Term 9</p> <p>Term 10</p>
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Family

Homeworld:

Family

Parents:

Childhood:

Siblings

Areas of Improvement

Skills

Attribute

1

2

3

Awards and Honors

Cadet

Term

1

2

3

4

5

6

7

8

9

10

Term

1

2

3

4

5

6

7

8

9

10

History and Notes

Dreams and Direction

FEDERATION CITIZENRY RECORD

CURRICULA VITAE	LOCAL	CONTINENTAL	GLOBAL	INTRA-SOLAR	NEAR WORLD	DISTANT WORLD	SPACE STATION	ACADEMIA	Term Length	Efficiency	Awards, Honorifics and Notes
1st											
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3rd											
4th											
5th											
6th											
7th											
8th											
9th											
10th											
11th											
12th											
13th											
14th											
15th											

NAME _____ AGE _____
 SEX _____
 SPECIES _____ P.O.B. _____ HT _____
 WT _____
 CAREER _____ HAIR _____
 POSITION _____ EYES _____
 ASSIGNMENT _____ D.O.B. _____

CREDITS

Family Notes and Such

STR	END	INT	DEX	CHA	COOL	LUC	PSI
FOOLIES (CHA+COOL)/2 round down		PERCEPTION (INT+LUC)/2 round down		FOCUS (INT+COOL)/2 round down		PERSEVERANCE (END+LUC)/2 round down	

Administration	Demolitions	Medicine	ST Sensors
Anthrop	Disguise	_____	ST Services
_____	Ecology	Meteorology	ST Weapon Ops
Appraisal	Electronics	Negot/Diplomacy	ST Weapons Tech
Archaeo	Enviosuit Ops	Oceanography	Stealth/Hide
_____	Federation History	Pers Wpn Tech	Streetwise
Art	Federation Law	Philosophy	Survival
_____	Forgery	_____	_____
Astron/Astrophys	Gaming	Physics	Track/Evade
Biology	Gambling	Psych	Trade & Commerce
Botany	Geology	_____	Transporter Ops
Bribery	Hvy Wpns Op/Tech	Scrounge	Transporter Tech
Burglary	History	Seduction	Trivia
Carousing	_____	Shuttle Pilot	_____
Chemistry	Holotechnology	Shuttle Sys Tech	Variable-G Ops
Combat	Instruction	Sm Equip Tech	Vehicle Op
Archaic	Interrogation	Sm Unit Tactics	_____
Armed	Intimidate	Sports	Warp Drive Tech
H-T-H	Lang	_____	Zoology
Modern	_____	ST Cbt Tac/Str	_____
Computer Op	Law	ST Comm Proc	_____
Computer Tech	_____	ST Comm Tech	_____
Culture	Leadership	ST Engineering	_____
_____	Life Support Tech	ST Helm	_____
Dmg Ctrl Proc	Materials Science	ST Navigation	_____
Def Shield Tech	Mechanics	ST Security	_____

NAME

23070101

ACTION POINTS	UNCONSCIOUS SAVES	NATURAL	WOUND FATIGUE STUN	LUC Pool <small>NATURAL</small>	PSI Vector	((INT+CHA+PSI)/3) rd
		CURRENT	ATTRIBUTE FATIGUE EFFECTS		PSI Pool NATURAL	
		SAVE (END/2 rd)				
		SAVE (END/4 rd)		TO HIT TABLE ((SKILL + DEX)/2 = TOHIT DMG) Modern..... H-T-H.....		
		UNC (END/10 rd)				
			BARE HAND DAMAGE... SKILL BONUS.....+ TOTAL.....=			
	WEAPON DAMAGE STR BONUS.....+ SKILL BONUS.....+ TOTAL.....=					

Action Point Table

A Opportunity Action

Position Change

- ▲ Turn in Place 1
- ▲ Stand-to-Sit or reverse 1
- ▲ Stand-to-Kneel or reverse 1
- ▲ Kneel-to-Prone or reverse 1

Movement

- Walk 1sq orthogonal 1
- diagonal 1.5
- Evade 1sq orthogonal 2
- diagonal 3
- Crawl 1sq orthogonal 2
- diagonal 3
- Run for full Turn 1/2 all AP
- Climb Stairs or Ladder 2x AP
- Climb Rope 3x AP
- Swim 2x AP

Equipment and Weapon Use

- ▲ Short Communication 1
- ▲ Draw and Ready Device 2
- ▲ Operate Familiar Device 2
- ▲ Draw and Ready Weapon 2
- ▲ Aim Weapon 2
- ▲ Quick-Draw and Fire 3
- ▲ Fire Ready Weapon 1
- ▲ Throw Ready Weapon 1
- ▲ Adjust Weapon Settings 2
- ▲ Reload Weapon 2

Combat and Emergency Evasion

- ▲ Attack min. 3
- ▲ Parry/Defend min. 2
- ▲ Dodge min. 3
- ▲ Duck Thrown Weapon 2
- ▲ Hide in Same Square 1
- ▲ Hide in Adjacent Square 4
- ▲ Roll Sideways 2
- ▲ Drop-to-Ready 1
- ▲ Drop-to-Prone 0
- ▲ Dive to Prone 2
- ▲ Dive Roll 4
- ▲ Flying Tackle min. 4

Terrain Modifiers

- Clear, Road or Path 1x AP
- Hills, Light Vegetation 2x AP
- Swampy, Rocky, Hwy Veg 3x AP
- Cliffs, Rough Terrain 2x - 4x AP

To-Hit Modifiers

Target Modifiers	Dice Mod
Range	
Point-Blank	-15
Short	0
Medium	+15
Long	+30
Extreme	+45
Size	
Very Small	+30
Small	+15
Man-size	0
Large	-15
Specific Location	+15
Position	
Standing	0
Crouched	+5
Prone	-10
Concealment	
≤ 1/3	0
1/3 - 2/3	+10
2/3 ≥	+30 or more
Movement	
Stationary	-15
Moving	0
Running	+5
Attacker Modifiers	
Aiming	
Aimed Shot	-25
Snapshot	0
Quick-Draw/Shoot	+25
Wrong-Hand	+20
Simultaneous Attacks	+10 each
Movement	
Stationary	0
Moving	+5
Running	+15
Evading	+30
Vulcan Nerve Pinch	
Target is:	Die Mod
Totally Unawares	-30
Surprised or Distracted	-20
Alert and Aware	+20
Aware of the Technique	+40

FEDERATION DATABANK

STARFLEET INFONET PUBLIC PERSONNEL RECORDS

NAME		AGE	STR	Top Skills	
SPECIES	P.O.B.	SEX	END	1.	
		HT	INT	2.	
BRANCH		WT	DEX	3.	
		HAIR	CHA	4.	
RANK		EYES	COOL	5.	
				...	
CURRENT ASSIGNMENT		D.O.B.	LUC	Dept Head	Y/N
			PSI	Cmd School	Y/N
				Contact Team Certified?	Y/N

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Service Record

<p>Honors</p>	
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<p>Assignments _____ Years Served</p> <p>Cadet</p> <p>Term 1</p> <p>Term 2</p> <p>Term 3</p> <p>Term 4</p> <p>Term 5</p> <p>Term 6</p> <p>Term 7</p> <p>Term 8</p> <p>Term 9</p> <p>Term 10</p>
--

Family

Homeworld:

Family

Parents:

Childhood:

Siblings

Areas of Improvement

SkillsAttribute

- 1
- 2
- 3

Awards and Honors

Cadet

- Term
- 1
- 2
- 3
- 4
- 5
- 6
- 7
- 8
- 9
- 10

Lifepath

Academy

Cadet

- Term
- 1
- 2
- 3
- 4
- 5
- 6
- 7
- 8
- 9
- 10

History and Notes

Dreams and Direction

FEDERATION CITIZENRY RECORD

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4th											
5th											
6th											
7th											
8th											
9th											
10th											
11th											
12th											
13th											
14th											
15th											

NAME	AGE
SPECIES	SEX
P.O.B.	HT
CAREER	WT
POSITION	HAIR
ASSIGNMENT	EYES
	D.O.B.
CREDITS	

NAME

23070101

STR	END	INT	DEX	CHA	COOL	LUC	PSI
FOOLIES (CHA+COOL)/2 round down		PERCEPTION (INT+LUC)/2 round down		FOCUS (INT+COOL)/2 round down		PERSEVERANCE (END+LUC)/2 round down	

Administration	Demolitions	Medicine	ST Sensors
Anthrop	Disguise	ST Services	
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Archaeo	Electronics	Negot/Diplomacy	ST Weapons Tech
Art	Enviosuit Ops	Oceanography	Stealth/Hide
	Federation History	Pers Wpn Tech	Streetwise
	Federation Law	Philosophy	Survival
	Forgery		
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Botany	Geology		Transporter Ops
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Burglary	History	Seduction	Trivia
Carousing		Shuttle Pilot	
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Armed	Intimidate	Sports	Warp Drive Tech
H-T-H	Lang		Zoology
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	Life Support Tech	ST Helm	
Dmg Ctrl Proc	Materials Science	ST Navigation	
Def Shield Tech	Mechanics	ST Security	

ACTION POINTS	1	NATURAL	WOUND FATIGUE STUN	LUC Pool	PSI Vector	((INT+CHA+PSI)/3) rd
	2	CURRENT	ATTRIBUTE FATIGUE EFFECTS		PSI Pool NATURAL	
	3	SAVE (END/2 rd)				
	4	SAVE (END/4 rd)				
	5	UNC (END/10 rd)				
	6					
7	UNCONSCIOUS SAVES					
8						
9						
10						
11						
12						
13						
14						
15						
16						

BARE HAND DAMAGE...	TO HIT TABLE	
Skill Bonus..... + _____	(Skill + Dex)/2 = TOHIT DMG	
TOTAL..... = _____	Modern..... PER SETTING	
	H-T-H.....	

WEAPON DAMAGE	
Skill Bonus..... + _____	
Skill Bonus..... + _____	
TOTAL..... = _____	

Action Point Table A Opportunity Action

Position Change

- A Turn in Place 1
- A Stand-to-Sit or reverse 1
- A Stand-to-Kneel or reverse 1
- A Kneel-to-Prone or reverse 1

Movement

- Walk 1sq orthogonal 1
- diagonal 1.5
- Evade 1sq orthogonal 2
- diagonal 3
- Crawl 1sq orthogonal 2
- diagonal 3
- Run for full Turn 1/2 all AP
- Climb Stairs or Ladder 2x AP
- Climb Rope 3x AP
- Swim 2x AP

Equipment and Weapon Use

- A Short Communication 1
- A Draw and Ready Device 2
- A Operate Familiar Device 2
- A Draw and Ready Weapon 2
- A Aim Weapon 2
- A Quick-Draw and Fire 3
- A Fire Ready Weapon 1
- A Throw Ready Weapon 1
- A Adjust Weapon Settings 2
- A Reload Weapon 2

Combat and Emergency Evasion

- A Attack min. 3
- A Parry/Defend min. 2
- A Dodge min. 3
- A Duck Thrown Weapon 2
- A Hide in Same Square 1
- A Hide in Adjacent Square 4
- A Roll Sideways 2
- A Drop-to-Ready 1
- A Drop-to-Prone 0
- A Dive to Prone 2
- A Dive Roll 4
- Flying Tackle min. 4

Terrain Modifiers

- Clear, Road or Path 1x AP
- Hills, Light Vegetation 2x AP
- Swampy, Rocky, Hvy Veg 3x AP
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To-Hit Modifiers

Target Modifiers	Dice Mod
Range	
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Short	0
Medium	+15
Long	+30
Extreme	+45
Size	
Very Small	+30
Small	+15
Man-size	0
Large	-15
Specific Location	+15
Position	
Standing	0
Crouched	+5
Prone	-10
Concealment	
≤ 1/3	0
1/3 - 2/3	+10
2/3 ≥	+30 or more
Movement	
Stationary	-15
Moving	0
Running	+5
Attacker Modifiers	
Aiming	
Aimed Shot	-25
Snapshot	0
Quick-Draw/Shoot	+25
Wrong-Hand	+20
Simultaneous Attacks	+10 each
Movement	
Stationary	0
Moving	+5
Running	+15
Evading	+30
Vulcan Nerve Pinch	
Target is:	Die Mod
Totally Unawares	-30
Surprised or Distracted	-20
Alert and Aware	+20
Aware of the Technique	+40

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FEDERATION DATABANK

STARFLEET INFONET PUBLIC PERSONNEL RECORDS

NAME		AGE	STR	Top Skills	
SPECIES	P.O.B.	SEX	END	1.	
		HT	INT	2.	
BRANCH		WT	DEX	3.	
		HAIR	CHA	4.	
RANK		EYES	COOL	5.	
				...	
CURRENT ASSIGNMENT		D.O.B.	LUC	Dept Head	Y/N
			PSI	Cmd School	Y/N
				Contact Team Certified?	Y/N

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Service Record

<p>Honors</p>	
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<p>Assignments _____ Years Served</p> <p>Cadet</p> <p>Term 1</p> <p>Term 2</p> <p>Term 3</p> <p>Term 4</p> <p>Term 5</p> <p>Term 6</p> <p>Term 7</p> <p>Term 8</p> <p>Term 9</p> <p>Term 10</p>
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Family

Homeworld:

Family

Parents:

Childhood:

Siblings

Areas of Improvement

SkillsAttribute

1

2

3

Awards and Honors

Cadet

Term	1
	2
	3
	4
	5
	6
	7
	8
	9
	10

Lifepath

Academy

Cadet

Term	1
	2
	3
	4
	5
	6
	7
	8
	9
	10

History and Notes

Dreams and Direction

FEDERATION CITIZENRY RECORD

CURRICULA VITAE	LOCAL	CONTINENTAL	GLOBAL	INTRA-SOLAR	NEAR WORLD	DISTANT WORLD	SPACE STATION	ACADEMIA	Term Length	Efficiency	Awards, Honorifics and Notes
1st											
2nd											
3rd											
4th											
5th											
6th											
7th											
8th											
9th											
10th											
11th											
12th											
13th											
14th											
15th											

NAME _____ AGE _____
 SEX _____
 SPECIES _____ P.O.B. _____ HT _____
 WT _____
 CAREER _____ HAIR _____
 POSITION _____ EYES _____
 ASSIGNMENT _____ D.O.B. _____

CREDITS

Family Notes and Such

STR	END	INT	DEX	CHA	COOL	LUC	PSI
FOOLIES (CHA+COOL)/2 round down		PERCEPTION (INT+LUC)/2 round down		FOCUS (INT+COOL)/2 round down		PERSEVERANCE (END+LUC)/2 round down	

Administration	Demolitions	Medicine	ST Sensors
Anthrop	Disguise	_____	ST Services
_____	Ecology	Meteorology	ST Weapon Ops
Appraisal	Electronics	Negot/Diplomacy	ST Weapons Tech
Archaeo	Enviosuit Ops	Oceanography	Stealth/Hide
_____	Federation History	Pers Wpn Tech	Streetwise
Art	Federation Law	Philosophy	Survival
_____	Forgery	_____	_____
Astron/Astrophys	Gaming	Physics	Track/Evade
Biology	Gambling	Psych	Trade & Commerce
Botany	Geology	_____	Transporter Ops
Bribery	Hvy Wpns Op/Tech	Scrounge	Transporter Tech
Burglary	History	Seduction	Trivia
Carousing	_____	Shuttle Pilot	_____
Chemistry	Holotechnology	Shuttle Sys Tech	Variable-G Ops
Combat	Instruction	Sm Equip Tech	Vehicle Op
Archaic	Interrogation	Sm Unit Tactics	_____
Armed	Intimidate	Sports	Warp Drive Tech
H-T-H	Lang	_____	Zoology
Modern	_____	ST Cbt Tac/Str	_____
Computer Op	Law	ST Comm Proc	_____
Computer Tech	_____	ST Comm Tech	_____
Culture	Leadership	ST Engineering	_____
_____	Life Support Tech	ST Helm	_____
Dmg Ctrl Proc	Materials Science	ST Navigation	_____
Def Shield Tech	Mechanics	ST Security	_____

NAME

23070101

ACTION POINTS	UNCONSCIOUS SAVES	NATURAL	WOUND FATIGUE STUN	LUC Pool	PSI Vector	((INT+CHA+PSI)/3) rd	
		CURRENT	ATTRIBUTE FATIGUE EFFECTS		PSI Pool NATURAL		
		SAVE (END/2 rd)					
		SAVE (END/4 rd)					TO HIT TABLE (SKILL + DEX)/2=TOHIT DMG
		UNC (END/10 rd)					
		BARE HAND DAMAGE... SKILL BONUS.....+ TOTAL.....=					
WEAPON DAMAGE							
STR BONUS.....+							
SKILL BONUS.....+							
TOTAL.....=							

Action Point Table A Opportunity Action		To-Hit Modifiers	
Position Change		Target Modifiers	Dice Mod
A Turn in Place 1		Range	
A Stand-to-Sit or reverse 1		Point-Blank	-15
A Stand-to-Kneel or reverse 1		Short	0
A Kneel-to-Prone or reverse 1		Medium	+15
		Long	+30
		Extreme	+45
Movement		Size	
Walk 1sq orthogonal	1	Very Small	+30
diagonal	1.5	Small	+15
Evade 1sq orthogonal	2	Man-size	0
diagonal	3	Large	-15
Crawl 1sq orthogonal	2	Specific Location	+15
diagonal	3	Position	
Run for full Turn	1/2 all AP	Standing	0
Climb Stairs or Ladder	2x AP	Crouched	+5
Climb Rope	3x AP	Prone	-10
Swim	2x AP	Concealment	
		≤ 1/3	0
Equipment and Weapon Use		1/3 - 2/3	+10
A Short Communication	1	2/3 ≥	+30 or more
Draw and Ready Device	2	Movement	
A Operate Familiar Device	2	Stationary	-15
Draw and Ready Weapon	2	Moving	0
Aim Weapon	2	Running	+5
A Quick-Draw and Fire	3	Attacker Modifiers	
A Fire Ready Weapon	1	Aiming	
A Throw Ready Weapon	1	Aimed Shot	-25
Adjust Weapon Settings	2	Snapshot	0
Reload Weapon	2	Quick-Draw/Shoot	+25
		Wrong-Hand	+20
Combat and Emergency Evasion		Simultaneous Attacks	+10 each
A Attack	min. 3	Movement	
A Parry/Defend	min. 2	Stationary	0
A Dodge	min. 3	Moving	+5
A Duck Thrown Weapon	2	Running	+15
A Hide in Same Square	1	Evading	+30
A Hide in Adjacent Square	4	Vulcan Nerve Pinch	
A Roll Sideways	2	Target is:	Die Mod
A Drop-to-Ready	1	Totally Unawares	-30
A Drop-to-Prone	0	Surprised or Distracted	-20
A Dive to Prone	2	Alert and Aware	+20
A Dive Roll	4	Aware of the Technique	+40
Flying Tackle	min. 4		
Terrain Modifiers			
Clear, Road or Path	1x AP		
Hills, Light Vegetation	2x AP		
Swampy, Rocky, Hvy Veg	3x AP		
Cliffs, Rough Terrain	2x - 4x AP		

FEDERATION DATABANK

STARFLEET INFONET PUBLIC PERSONNEL RECORDS

NAME		AGE	STR	Top Skills	
SPECIES	P.O.B.	SEX	END	1.	
		HT	INT	2.	
BRANCH		WT	DEX	3.	
		HAIR	CHA	4.	
RANK		EYES	COOL	5.	
				...	
CURRENT ASSIGNMENT		D.O.B.	LUC	Dept Head	Y/N
			PSI	Cmd School	Y/N
				Contact Team Certified?	Y/N

230101.01



Service Record

<p>Honors</p>	
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<p>Assignments _____ Years Served</p> <p>Cadet</p> <p>Term 1</p> <p>Term 2</p> <p>Term 3</p> <p>Term 4</p> <p>Term 5</p> <p>Term 6</p> <p>Term 7</p> <p>Term 8</p> <p>Term 9</p> <p>Term 10</p>
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Family

Homeworld:

Family

Parents:

Childhood:

Siblings

Areas of Improvement

SkillsAttribute

- 1
- 2
- 3

Awards and Honors

Cadet

- Term
- 1
- 2
- 3
- 4
- 5
- 6
- 7
- 8
- 9
- 10

Lifepath

Academy

Cadet

- Term
- 1
- 2
- 3
- 4
- 5
- 6
- 7
- 8
- 9
- 10

FEDERATION CITIZENRY RECORD

CURRICULA VITAE	LOCAL	CONTINENTAL	GLOBAL	INTRA-SOLAR	NEAR WORLD	DISTANT WORLD	SPACE STATION	ACADEMIA	Term Length	Efficiency	Awards, Honorifics and Notes
1st											
2nd											
3rd											
4th											
5th											
6th											
7th											
8th											
9th											
10th											
11th											
12th											
13th											
14th											
15th											

NAME		AGE
SPECIES		SEX
P.O.B.		HT
CAREER		WT
POSITION		HAIR
ASSIGNMENT		EYES
		D.O.B.
CREDITS		

NAME

23070101

STR	END	INT	DEX	CHA	COOL	LUC	PSI
FOOLIES (CHA+COOL)/2 round down		PERCEPTION (INT+LUC)/2 round down		FOCUS (INT+COOL)/2 round down		PERSEVERANCE (END+LUC)/2 round down	

Administration	Demolitions	Medicine	ST Sensors
Anthrop	Disguise	ST Services
.	Ecology	Meteorology	ST Weapon Ops
Appraisal	Electronics	Negot/Diplomacy	ST Weapons Tech
Archaeo	Enviosuit Ops	Oceanography	Stealth/Hide
.	Federation History	Pers Wpn Tech	Streetwise
Art	Federation Law	Philosophy	Survival
.	Forgery
Astron/Atrophys	Gaming	Physics	Track/Evade
Biology	Gambling	Psych	Trade & Commerce
Botany	Geology	Transporter Ops
Bribery	Hvy Wpns Op/Tech	Scrounge	Transporter Tech
Burglary	History	Seduction	Trivia
Carousing	Shuttle Pilot
Chemistry	Holotechnology	Shuttle Sys Tech	Variable-G Ops
Combat	Instruction	Sm Equip Tech	Vehicle Op
.	Interrogation	Sm Unit Tactics
Archaic	Intimidate	Sports	Warp Drive Tech
Armed	Lang	Zoology
H-T-H	ST Cbt Tac/Str
Modern	ST Comm Proc
Computer Op	Law	ST Comm Tech
Computer Tech	ST Engineering
Culture	Leadership	ST Helm
.	Life Support Tech	ST Navigation
Dmg Ctrl Proc	Materials Science	ST Security
Def Shield Tech	Mechanics

ACTION POINTS	UNCONSCIOUS SAVES	NATURAL	WOUND FATIGUE STUN	LUC Pool <small>NATURAL</small>	PSI Vector	((INT+CHA+PSI)/3) rd
		CURRENT	ATTRIBUTE FATIGUE EFFECTS		PSI Pool NATURAL	
		SAVE (END/2 rd)				
		SAVE (END/4 rd)		TO HIT TABLE ((SKILL + DEX)/2 = TOHIT DMG) Modern..... H-T-H.....		
		UNC (END/10 rd)				
			BARE HAND DAMAGE... SKILL BONUS.....+ TOTAL.....=			
	WEAPON DAMAGE STR BONUS.....+ SKILL BONUS.....+ TOTAL.....=					

Action Point Table

A Opportunity Action

Position Change

- ▲ Turn in Place 1
- ▲ Stand-to-Sit or reverse 1
- ▲ Stand-to-Kneel or reverse 1
- ▲ Kneel-to-Prone or reverse 1

Movement

- Walk 1sq orthogonal 1
- diagonal 1.5
- Evade 1sq orthogonal 2
- diagonal 3
- Crawl 1sq orthogonal 2
- diagonal 3
- Run for full Turn 1/2 all AP
- Climb Stairs or Ladder 2x AP
- Climb Rope 3x AP
- Swim 2x AP

Equipment and Weapon Use

- ▲ Short Communication 1
- ▲ Draw and Ready Device 2
- ▲ Operate Familiar Device 2
- ▲ Draw and Ready Weapon 2
- ▲ Aim Weapon 2
- ▲ Quick-Draw and Fire 3
- ▲ Fire Ready Weapon 1
- ▲ Throw Ready Weapon 1
- ▲ Adjust Weapon Settings 2
- ▲ Reload Weapon 2

Combat and Emergency Evasion

- ▲ Attack min. 3
- ▲ Parry/Defend min. 2
- ▲ Dodge min. 3
- ▲ Duck Thrown Weapon 2
- ▲ Hide in Same Square 1
- ▲ Hide in Adjacent Square 4
- ▲ Roll Sideways 2
- ▲ Drop-to-Ready 1
- ▲ Drop-to-Prone 0
- ▲ Dive to Prone 2
- ▲ Dive Roll 4
- ▲ Flying Tackle min. 4

Terrain Modifiers

- Clear, Road or Path 1x AP
- Hills, Light Vegetation 2x AP
- Swampy, Rocky, Hwy Veg 3x AP
- Cliffs, Rough Terrain 2x - 4x AP

To-Hit Modifiers

Target Modifiers	Dice Mod
Range	
Point-Blank	-15
Short	0
Medium	+15
Long	+30
Extreme	+45
Size	
Very Small	+30
Small	+15
Man-size	0
Large	-15
Specific Location	+15
Position	
Standing	0
Crouched	+5
Prone	-10
Concealment	
≤ 1/3	0
1/3 - 2/3	+10
2/3 ≥	+30 or more
Movement	
Stationary	-15
Moving	0
Running	+5
Attacker Modifiers	
Aiming	
Aimed Shot	-25
Snapshot	0
Quick-Draw/Shoot	+25
Wrong-Hand	+20
Simultaneous Attacks	+10 each
Movement	
Stationary	0
Moving	+5
Running	+15
Evading	+30
Vulcan Nerve Pinch	
Target is:	Die Mod
Totally Unawares	-30
Surprised or Distracted	-20
Alert and Aware	+20
Aware of the Technique	+40

23010101

FEDERATION DATABANK

STARFLEET INFONET PUBLIC PERSONNEL RECORDS

NAME		AGE	STR	Top Skills	
SPECIES	P.O.B.	SEX	END	1.	
		HT	INT	2.	
BRANCH		WT	DEX	3.	
		HAIR	CHA	4.	
RANK		EYES	COOL	5.	
				...	
CURRENT ASSIGNMENT		D.O.B.	LUC	Dept Head	Y/N
			PSI	Cmd School	Y/N
				Contact Team Certified?	Y/N

230101.01



Service Record

<p>Honors</p>	
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<p>Assignments _____ Years Served</p> <p>Cadet</p> <p>Term 1</p> <p>Term 2</p> <p>Term 3</p> <p>Term 4</p> <p>Term 5</p> <p>Term 6</p> <p>Term 7</p> <p>Term 8</p> <p>Term 9</p> <p>Term 10</p>
--

Family

Homeworld:

Family

Parents:

Childhood:

Siblings

Areas of Improvement

SkillsAttribute

- 1
- 2
- 3

Awards and Honors

Cadet

- Term
- 1
- 2
- 3
- 4
- 5
- 6
- 7
- 8
- 9
- 10

Lifepath

Academy

Cadet

- Term
- 1
- 2
- 3
- 4
- 5
- 6
- 7
- 8
- 9
- 10

History and Notes

Dreams and Direction

FEDERATION CITIZENRY RECORD

CURRICULA VITAE	LOCAL	CONTINENTAL	GLOBAL	INTRA-SOLAR	NEAR WORLD	DISTANT WORLD	SPACE STATION	ACADEMIA	Term Length	Efficiency	Awards, Honorifics and Notes
1st											
2nd											
3rd											
4th											
5th											
6th											
7th											
8th											
9th											
10th											
11th											
12th											
13th											
14th											
15th											

NAME _____ AGE _____
 SEX _____
 SPECIES _____ P.O.B. _____ HT _____
 WT _____
 CAREER _____ HAIR _____
 POSITION _____ EYES _____
 ASSIGNMENT _____ D.O.B. _____

CREDITS

Family Notes and Such

STR	END	INT	DEX	CHA	COOL	LUC	PSI
FOOLIES (CHA+COOL)/2 round down		PERCEPTION (INT+LUC)/2 round down		FOCUS (INT+COOL)/2 round down		PERSEVERANCE (END+LUC)/2 round down	

Administration	Demolitions	Medicine	ST Sensors
Anthrop	Disguise	_____	ST Services
_____	Ecology	Meteorology	ST Weapon Ops
Appraisal	Electronics	Negot/Diplomacy	ST Weapons Tech
Archaeo	Enviosuit Ops	Oceanography	Stealth/Hide
_____	Federation History	Pers Wpn Tech	Streetwise
Art	Federation Law	Philosophy	Survival
_____	Forgery	_____	_____
Astron/Astrophys	Gaming	Physics	Track/Evade
Biology	Gambling	Psych	Trade & Commerce
Botany	Geology	_____	Transporter Ops
Bribery	Hvy Wpns Op/Tech	Scrounge	Transporter Tech
Burglary	History	Seduction	Trivia
Carousing	_____	Shuttle Pilot	_____
Chemistry	Holotechnology	Shuttle Sys Tech	Variable-G Ops
Combat	Instruction	Sm Equip Tech	Vehicle Op
Archaic	Interrogation	Sm Unit Tactics	_____
Armed	Intimidate	Sports	Warp Drive Tech
H-T-H	Lang	_____	Zoology
Modern	_____	ST Cbt Tac/Str	_____
Computer Op	Law	ST Comm Proc	_____
Computer Tech	_____	ST Comm Tech	_____
Culture	Leadership	ST Engineering	_____
_____	Life Support Tech	ST Helm	_____
Dmg Ctrl Proc	Materials Science	ST Navigation	_____
Def Shield Tech	Mechanics	ST Security	_____

NAME

23070101

ACTION POINTS	UNCONSCIOUS SAVES	NATURAL	WOUND FATIGUE STUN	LUC Pool <small>NATURAL</small>	PSI Vector	((INT+CHA+PSI)/3) rd
		CURRENT	ATTRIBUTE FATIGUE EFFECTS		PSI Pool NATURAL	
		SAVE (END/2 rd)				
		SAVE (END/4 rd)		TO HIT TABLE ((SKILL + DEX)/2 = TOHIT DMG) Modern..... H-T-H.....		
		UNC (END/10 rd)				
			BARE HAND DAMAGE... SKILL BONUS.....+ TOTAL.....=			
	WEAPON DAMAGE STR BONUS.....+ SKILL BONUS.....+ TOTAL.....=					

Action Point Table A Opportunity Action

Position Change

- A Turn in Place 1
- A Stand-to-Sit or reverse 1
- A Stand-to-Kneel or reverse 1
- A Kneel-to-Prone or reverse 1

Movement

- Walk 1sq orthogonal 1
- diagonal 1.5
- Evade 1sq orthogonal 2
- diagonal 3
- Crawl 1sq orthogonal 2
- diagonal 3
- Run for full Turn 1/2 all AP
- Climb Stairs or Ladder 2x AP
- Climb Rope 3x AP
- Swim 2x AP

Equipment and Weapon Use

- A Short Communication 1
- A Draw and Ready Device 2
- A Operate Familiar Device 2
- A Draw and Ready Weapon 2
- A Aim Weapon 2
- A Quick-Draw and Fire 3
- A Fire Ready Weapon 1
- A Throw Ready Weapon 1
- A Adjust Weapon Settings 2
- A Reload Weapon 2

Combat and Emergency Evasion

- A Attack min. 3
- A Parry/Defend min. 2
- A Dodge min. 3
- A Duck Thrown Weapon 2
- A Hide in Same Square 1
- A Hide in Adjacent Square 4
- A Roll Sideways 2
- A Drop-to-Ready 1
- A Drop-to-Prone 0
- A Dive to Prone 2
- A Dive Roll 4
- Flying Tackle min. 4

Terrain Modifiers

- Clear, Road or Path 1x AP
- Hills, Light Vegetation 2x AP
- Swampy, Rocky, Hvy Veg 3x AP
- Cliffs, Rough Terrain 2x - 4x AP

To-Hit Modifiers

Target Modifiers	Dice Mod
Range	
Point-Blank	-15
Short	0
Medium	+15
Long	+30
Extreme	+45
Size	
Very Small	+30
Small	+15
Man-size	0
Large	-15
Specific Location	+15
Position	
Standing	0
Crouched	+5
Prone	-10
Concealment	
≤ 1/3	0
1/3 - 2/3	+10
2/3 ≥	+30 or more
Movement	
Stationary	-15
Moving	0
Running	+5
Attacker Modifiers	
Aiming	
Aimed Shot	-25
Snapshot	0
Quick-Draw/Shoot	+25
Wrong-Hand	+20
Simultaneous Attacks	+10 each
Movement	
Stationary	0
Moving	+5
Running	+15
Evading	+30
Vulcan Nerve Pinch	
Target is:	
Totally Unawares	-30
Surprised or Distracted	-20
Alert and Aware	+20
Aware of the Technique	+40

23010101

FEDERATION DATABANK

STARFLEET INFONET PUBLIC PERSONNEL RECORDS

NAME		AGE	STR	Top Skills	
SPECIES	P.O.B.	SEX	END	1.	
		HT	INT	2.	
BRANCH		WT	DEX	3.	
		HAIR	CHA	4.	
RANK		EYES	COOL	5.	
				...	
CURRENT ASSIGNMENT		D.O.B.	LUC	Dept Head	Y/N
			PSI	Cmd School	Y/N
				Contact Team Certified?	Y/N

230101.01



Service Record

<p>Honors</p>	
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<p>Assignments _____ Years Served</p> <p>Cadet</p> <p>Term 1</p> <p>Term 2</p> <p>Term 3</p> <p>Term 4</p> <p>Term 5</p> <p>Term 6</p> <p>Term 7</p> <p>Term 8</p> <p>Term 9</p> <p>Term 10</p>
--

Family

Homeworld:

Family

Parents:

Childhood:

Siblings

Areas of Improvement

SkillsAttribute

1

2

3

Awards and Honors

Cadet

Term	1
	2
	3
	4
	5
	6
	7
	8
	9
	10

Lifepath

Academy

Cadet

Term	1
	2
	3
	4
	5
	6
	7
	8
	9
	10

FEDERATION CITIZENRY RECORD

CURRICULA VITAE	LOCAL	CONTINENTAL	GLOBAL	INTRA-SOLAR	NEAR WORLD	DISTANT WORLD	SPACE STATION	ACADEMIA	Term Length	Efficiency	Awards, Honorifics and Notes
1st											
2nd											
3rd											
4th											
5th											
6th											
7th											
8th											
9th											
10th											
11th											
12th											
13th											
14th											
15th											

NAME _____ AGE _____
 SEX _____
 SPECIES _____ P.O.B. _____ HT _____
 WT _____
 CAREER _____ HAIR _____
 POSITION _____ EYES _____
 ASSIGNMENT _____ D.O.B. _____

CREDITS

Family Notes and Such

STR	END	INT	DEX	CHA	COOL	LUC	PSI
FOOLIES (CHA+COOL)/2 round down		PERCEPTION (INT+LUC)/2 round down		FOCUS (INT+COOL)/2 round down		PERSEVERANCE (END+LUC)/2 round down	

Administration	Demolitions	Medicine	ST Sensors
Anthrop	Disguise	ST Services	
Appraisal	Ecology	Meteorology	ST Weapon Ops
Archaeo	Electronics	Negot/Diplomacy	ST Weapons Tech
Art	Enviosuit Ops	Oceanography	Stealth/Hide
	Federation History	Pers Wpn Tech	Streetwise
	Federation Law	Philosophy	Survival
	Forgery		
Astron/Atrophys	Gaming	Physics	Track/Evade
Biology	Gambling	Psych	Trade & Commerce
Botany	Geology		Transporter Ops
Bribery	Hvy Wpns Op/Tech	Scrounge	Transporter Tech
Burglary	History	Seduction	Trivia
Carousing		Shuttle Pilot	
Chemistry	Holotechnology	Shuttle Sys Tech	Variable-G Ops
Combat	Instruction	Sm Equip Tech	Vehicle Op
Archaic	Interrogation	Sm Unit Tactics	
Armed	Intimidate	Sports	Warp Drive Tech
H-T-H	Lang		Zoology
Modern		ST Cbt Tac/Str	
Computer Op	Law	ST Comm Proc	
Computer Tech		ST Comm Tech	
Culture	Leadership	ST Engineering	
	Life Support Tech	ST Helm	
Dmg Ctrl Proc	Materials Science	ST Navigation	
Def Shield Tech	Mechanics	ST Security	

NAME

23070101

ACTION POINTS	1	UNCONSCIOUS SAVES	NATURAL	WOUND FATIGUE STUN	LUC Pool	PSI Vector	((INT+CHA+PSI)/3) rd		
	2		CURRENT	ATTRIBUTE FATIGUE EFFECTS		PSI Pool NATURAL			
	3		SAVE (END/2 rd)						
	4		SAVE (END/4 rd)		BARE HAND DAMAGE.....			TO HIT TABLE	
	5		UNC (END/10 rd)		WEAPON DAMAGE			(SKILL + DEX)/2=TOHIT DMG	
	6				STR BONUS.....+			Modern.....PER SETTING	
7			Skill Bonus.....+	H-T-H.....					
8			TOTAL.....=						
9									
10									
11									
12									
13									
14									
15									
16									

Action Point Table A Opportunity Action

Position Change

- A Turn in Place 1
- Stand-to-Sit or reverse 1
- A Stand-to-Kneel or reverse 1
- A Kneel-to-Prone or reverse 1

Movement

- Walk 1sq orthogonal 1
- diagonal 1.5
- Evade 1sq orthogonal 2
- diagonal 3
- Crawl 1sq orthogonal 2
- diagonal 3
- Run for full Turn 1/2 all AP
- Climb Stairs or Ladder 2x AP
- Climb Rope 3x AP
- Swim 2x AP

Equipment and Weapon Use

- A Short Communication 1
- Draw and Ready Device 2
- A Operate Familiar Device 2
- Draw and Ready Weapon 2
- Aim Weapon 2
- A Quick-Draw and Fire 3
- A Fire Ready Weapon 1
- A Throw Ready Weapon 1
- Adjust Weapon Settings 2
- Reload Weapon 2

Combat and Emergency Evasion

- A Attack min. 3
- A Parry/Defend min. 2
- A Dodge min. 3
- A Duck Thrown Weapon 2
- A Hide in Same Square 1
- A Hide in Adjacent Square 4
- A Roll Sideways 2
- A Drop-to-Ready 1
- A Drop-to-Prone 0
- A Dive to Prone 2
- A Dive Roll 4
- Flying Tackle min. 4

Terrain Modifiers

- Clear, Road or Path 1x AP
- Hills, Light Vegetation 2x AP
- Swampy, Rocky, Hvy Veg 3x AP
- Cliffs, Rough Terrain 2x - 4x AP

To-Hit Modifiers

Target Modifiers	Dice Mod
Range	
Point-Blank	-15
Short	0
Medium	+15
Long	+30
Extreme	+45
Size	
Very Small	+30
Small	+15
Man-size	0
Large	-15
Specific Location	+15
Position	
Standing	0
Crouched	+5
Prone	-10
Concealment	
≤ 1/3	0
1/3 - 2/3	+10
2/3 ≥	+30 or more
Movement	
Stationary	-15
Moving	0
Running	+5
Attacker Modifiers	
Aiming	
Aimed Shot	-25
Snapshot	0
Quick-Draw/Shoot	+25
Wrong-Hand	+20
Simultaneous Attacks	+10 each
Movement	
Stationary	0
Moving	+5
Running	+15
Evading	+30
Vulcan Nerve Pinch	
Target is:	Die Mod
Totally Unawares	-30
Surprised or Distracted	-20
Alert and Aware	+20
Aware of the Technique	+40

FEDERATION DATABANK

STARFLEET INFONET PUBLIC PERSONNEL RECORDS

NAME		AGE	STR	Top Skills	
SPECIES	P.O.B.	SEX	END	1.	
		HT	INT	2.	
BRANCH		WT	DEX	3.	
		HAIR	CHA	4.	
RANK		EYES	COOL	5.	
		D.O.B.	LUC	...	
CURRENT ASSIGNMENT			PSI	Dept Head Y/N	Cmd School Y/N
				Contact Team Certified?	Y/N

230101.01



Service Record

<p>Honors</p>	
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<p>Assignments _____ Years Served</p> <p>Cadet</p> <p>Term 1</p> <p>Term 2</p> <p>Term 3</p> <p>Term 4</p> <p>Term 5</p> <p>Term 6</p> <p>Term 7</p> <p>Term 8</p> <p>Term 9</p> <p>Term 10</p>
--

Family

Homeworld:

Family

Parents:

Childhood:

Siblings

Areas of Improvement

SkillsAttribute

- 1
- 2
- 3

Awards and Honors

Cadet

- Term
- 1
- 2
- 3
- 4
- 5
- 6
- 7
- 8
- 9
- 10

Lifepath

Academy

Cadet

- Term
- 1
- 2
- 3
- 4
- 5
- 6
- 7
- 8
- 9
- 10

History and Notes

Dreams and Direction

FEDERATION CITIZENRY RECORD

CURRICULA VITAE	LOCAL	CONTINENTAL	GLOBAL	INTRA-SOLAR	NEAR WORLD	DISTANT WORLD	SPACE STATION	ACADEMIA	Term Length	Efficiency	Awards, Honorifics and Notes
1st											
2nd											
3rd											
4th											
5th											
6th											
7th											
8th											
9th											
10th											
11th											
12th											
13th											
14th											
15th											

NAME _____ AGE _____
 SEX _____
 SPECIES _____ P.O.B. _____ HT _____
 WT _____
 CAREER _____ HAIR _____
 POSITION _____ EYES _____
 ASSIGNMENT _____ D.O.B. _____

CREDITS

Family Notes and Such

STR	END	INT	DEX	CHA	COOL	LUC	PSI
FOOLIES (CHA+COOL)/2 round down		PERCEPTION (INT+LUC)/2 round down		FOCUS (INT+COOL)/2 round down		PERSEVERENCE (END+LUC)/2 round down	

Administration	Demolitions	Medicine	ST Sensors
Anthrop	Disguise	_____	ST Services
_____	Ecology	Meteorology	ST Weapon Ops
Appraisal	Electronics	Negot/Diplomacy	ST Weapons Tech
Archaeo	Enviosuit Ops	Oceanography	Stealth/Hide
_____	Federation History	Pers Wpn Tech	Streetwise
Art	Federation Law	Philosophy	Survival
_____	Forgery	_____	_____
Astron/Astrophys	Gaming	Physics	Track/Evade
Biology	Gambling	Psych	Trade & Commerce
Botany	Geology	_____	Transporter Ops
Bribery	Hvy Wpns Op/Tech	Scrounge	Transporter Tech
Burglary	History	Seduction	Trivia
Carousing	_____	Shuttle Pilot	_____
Chemistry	Holotechnology	Shuttle Sys Tech	Variable-G Ops
Combat	Instruction	Sm Equip Tech	Vehicle Op
Archaic	Interrogation	Sm Unit Tactics	_____
Armed	Intimidate	Sports	Warp Drive Tech
H-T-H	Lang	_____	Zoology
Modern	_____	ST Cbt Tac/Str	_____
Computer Op	Law	ST Comm Proc	_____
Computer Tech	_____	ST Comm Tech	_____
Culture	Leadership	ST Engineering	_____
_____	Life Support Tech	ST Helm	_____
Dmg Ctrl Proc	Materials Science	ST Navigation	_____
Def Shield Tech	Mechanics	ST Security	_____

NAME

23070101

ACTION POINTS	1	UNCONSCIOUS SAVES	NATURAL	WOUND FATIGUE STUN	LUC Pool	PSI Vector	((INT+CHA+PSI)/3) rd		
	2		CURRENT	ATTRIBUTE FATIGUE EFFECTS		PSI Pool NATURAL			
	3		SAVE (END/2 rd)						
	4		SAVE (END/4 rd)		TO HIT TABLE ((SKILL + DEX)/2 = TOHIT DMG) Modern..... H-T-H.....				
	5		UNC (END/10 rd)						
	6								
7			BARE HAND DAMAGE... SKILL BONUS.....+ TOTAL.....=						
8			WEAPON DAMAGE STR BONUS.....+ SKILL BONUS.....+ TOTAL.....=						
9									
10									
11									
12									
13									
14									
15									
16									

Action Point Table A Opportunity Action

Position Change

- A Turn in Place 1
- A Stand-to-Sit or reverse 1
- A Stand-to-Kneel or reverse 1
- A Kneel-to-Prone or reverse 1

Movement

- Walk 1sq orthogonal 1
- diagonal 1.5
- Evade 1sq orthogonal 2
- diagonal 3
- Crawl 1sq orthogonal 2
- diagonal 3
- Run for full Turn 1/2 all AP
- Climb Stairs or Ladder 2x AP
- Climb Rope 3x AP
- Swim 2x AP

Equipment and Weapon Use

- A Short Communication 1
- A Draw and Ready Device 2
- A Operate Familiar Device 2
- A Draw and Ready Weapon 2
- A Aim Weapon 2
- A Quick-Draw and Fire 3
- A Fire Ready Weapon 1
- A Throw Ready Weapon 1
- A Adjust Weapon Settings 2
- A Reload Weapon 2

Combat and Emergency Evasion

- A Attack min. 3
- A Parry/Defend min. 2
- A Dodge min. 3
- A Duck Thrown Weapon 2
- A Hide in Same Square 1
- A Hide in Adjacent Square 4
- A Roll Sideways 2
- A Drop-to-Ready 1
- A Drop-to-Prone 0
- A Dive to Prone 2
- A Dive Roll 4
- Flying Tackle min. 4

Terrain Modifiers

- Clear, Road or Path 1x AP
- Hills, Light Vegetation 2x AP
- Swampy, Rocky, Hwy Veg 3x AP
- Cliffs, Rough Terrain 2x - 4x AP

To-Hit Modifiers

Target Modifiers	Dice Mod
<i>Range</i>	
Point-Blank	-15
Short	0
Medium	+15
Long	+30
Extreme	+45
<i>Size</i>	
Very Small	+30
Small	+15
Man-size	0
Large	-15
Specific Location	+15
<i>Position</i>	
Standing	0
Crouched	+5
Prone	-10
<i>Concealment</i>	
≤ 1/3	0
1/3 - 2/3	+10
2/3 ≥	+30 or more
<i>Movement</i>	
Stationary	-15
Moving	0
Running	+5
Attacker Modifiers	
<i>Aiming</i>	
Aimed Shot	-25
Snapshot	0
Quick-Draw/Shoot	+25
Wrong-Hand	+20
Simultaneous Attacks	+10 each
<i>Movement</i>	
Stationary	0
Moving	+5
Running	+15
Evading	+30
Vulcan Nerve Pinch	
Target is:	Die Mod
Totally Unawares	-30
Surprised or Distracted	-20
Alert and Aware	+20
Aware of the Technique	+40

FEDERATION DATABANK

STARFLEET INFONET PUBLIC PERSONNEL RECORDS

NAME		AGE	STR	Top Skills	
SPECIES	P.O.B.	SEX	END	1.	
		HT	INT	2.	
BRANCH		WT	DEX	3.	
		HAIR	CHA	4.	
RANK		EYES	COOL	5.	
				...	
CURRENT ASSIGNMENT		D.O.B.	LUC	Dept Head	Y/N
			PSI	Cmd School	Y/N
				Contact Team Certified?	Y/N

230101.01



Service Record

<p>Honors</p>	
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<p>Assignments _____ Years Served</p> <p>Cadet</p> <p>Term 1</p> <p>Term 2</p> <p>Term 3</p> <p>Term 4</p> <p>Term 5</p> <p>Term 6</p> <p>Term 7</p> <p>Term 8</p> <p>Term 9</p> <p>Term 10</p>
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Family
Homeworld:

Family

Parents:

Areas of Improvement

Skills
1
2
3

Attribute

Childhood:

Siblings

Awards and Honors

Cadet

Lifepath

Academy

Cadet

Term

1
2
3
4
5
6
7
8
9
10

Term

1
2
3
4
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6
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9
10

FEDERATION CITIZENRY RECORD

CURRICULA VITAE	LOCAL	CONTINENTAL	GLOBAL	INTRA-SOLAR	NEAR WORLD	DISTANT WORLD	SPACE STATION	ACADEMIA	Term Length	Efficiency	Awards, Honorifics and Notes
1st											
2nd											
3rd											
4th											
5th											
6th											
7th											
8th											
9th											
10th											
11th											
12th											
13th											
14th											
15th											

NAME _____ AGE _____
 SEX _____
 SPECIES _____ P.O.B. _____ HT _____
 WT _____
 CAREER _____ HAIR _____
 POSITION _____ EYES _____
 ASSIGNMENT _____ D.O.B. _____

CREDITS

Family Notes and Such

STR	END	INT	DEX	CHA	COOL	LUC	PSI
FOOLIES (CHA+COOL)/2 round down		PERCEPTION (INT+LUC)/2 round down		FOCUS (INT+COOL)/2 round down		PERSEVERANCE (END+LUC)/2 round down	

Administration	Demolitions	Medicine	ST Sensors
Anthrop	Disguise	_____	ST Services
_____	Ecology	Meteorology	ST Weapon Ops
Appraisal	Electronics	Negot/Diplomacy	ST Weapons Tech
Archaeo	Enviosuit Ops	Oceanography	Stealth/Hide
_____	Federation History	Pers Wpn Tech	Streetwise
Art	Federation Law	Philosophy	Survival
_____	Forgery	_____	_____
Astron/Atrophys	Gaming	Physics	Track/Evade
Biology	Gambling	Psych	Trade & Commerce
Botany	Geology	_____	Transporter Ops
Bribery	Hvy Wpns Op/Tech	Scrounge	Transporter Tech
Burglary	History	Seduction	Trivia
Carousing	_____	Shuttle Pilot	_____
Chemistry	Holotechnology	Shuttle Sys Tech	Variable-G Ops
Combat	Instruction	Sm Equip Tech	Vehicle Op
Archaic	Interrogation	Sm Unit Tactics	_____
Armed	Intimidate	Sports	Warp Drive Tech
H-T-H	Lang	_____	Zoology
Modern	_____	ST Cbt Tac/Str	_____
Computer Op	Law	ST Comm Proc	_____
Computer Tech	_____	ST Comm Tech	_____
Culture	Leadership	ST Engineering	_____
_____	Life Support Tech	ST Helm	_____
Dmg Ctrl Proc	Materials Science	ST Navigation	_____
Def Shield Tech	Mechanics	ST Security	_____

NAME

23070101

ACTION POINTS	1	UNCONSCIOUS SAVES	NATURAL	WOUND FATIGUE STUN	LUC Pool	PSI Vector	((INT+CHA+PSI)/3) rd		
	2		CURRENT	ATTRIBUTE FATIGUE EFFECTS		PSI Pool NATURAL			
	3		SAVE (END/2 rd)						
	4		SAVE (END/4 rd)		TO HIT TABLE ((SKILL + DEX)/2 = TOHIT DMG) Modern..... H-T-H.....				
	5		UNC (END/10 rd)						
	6								
7			BARE HAND DAMAGE... SKILL BONUS.....+ TOTAL.....=						
8			WEAPON DAMAGE STR BONUS.....+ SKILL BONUS.....+ TOTAL.....=						
9									
10									
11									
12									
13									
14									
15									
16									

Action Point Table A Opportunity Action

Position Change

- A Turn in Place 1
- A Stand-to-Sit or reverse 1
- A Stand-to-Kneel or reverse 1
- A Kneel-to-Prone or reverse 1

Movement

- Walk 1sq orthogonal 1
- diagonal 1.5
- Evade 1sq orthogonal 2
- diagonal 3
- Crawl 1sq orthogonal 2
- diagonal 3
- Run for full Turn 1/2 all AP
- Climb Stairs or Ladder 2x AP
- Climb Rope 3x AP
- Swim 2x AP

Equipment and Weapon Use

- A Short Communication 1
- A Draw and Ready Device 2
- A Operate Familiar Device 2
- A Draw and Ready Weapon 2
- A Aim Weapon 2
- A Quick-Draw and Fire 3
- A Fire Ready Weapon 1
- A Throw Ready Weapon 1
- A Adjust Weapon Settings 2
- A Reload Weapon 2

Combat and Emergency Evasion

- A Attack min. 3
- A Parry/Defend min. 2
- A Dodge min. 3
- A Duck Thrown Weapon 2
- A Hide in Same Square 1
- A Hide in Adjacent Square 4
- A Roll Sideways 2
- A Drop-to-Ready 1
- A Drop-to-Prone 0
- A Dive to Prone 2
- A Dive Roll 4
- Flying Tackle min. 4

Terrain Modifiers

- Clear, Road or Path 1x AP
- Hills, Light Vegetation 2x AP
- Swampy, Rocky, Hwy Veg 3x AP
- Cliffs, Rough Terrain 2x - 4x AP

To-Hit Modifiers

Target Modifiers	Dice Mod
Range	
Point-Blank	-15
Short	0
Medium	+15
Long	+30
Extreme	+45
Size	
Very Small	+30
Small	+15
Man-size	0
Large	-15
Specific Location	+15
Position	
Standing	0
Crouched	+5
Prone	-10
Concealment	
≤ 1/3	0
1/3 - 2/3	+10
2/3 ≥	+30 or more
Movement	
Stationary	-15
Moving	0
Running	+5
Attacker Modifiers	
Aiming	
Aimed Shot	-25
Snapshot	0
Quick-Draw/Shoot	+25
Wrong-Hand	+20
Simultaneous Attacks	+10 each
Movement	
Stationary	0
Moving	+5
Running	+15
Evading	+30
Vulcan Nerve Pinch	
Target is:	Die Mod
Totally Unawares	-30
Surprised or Distracted	-20
Alert and Aware	+20
Aware of the Technique	+40

FEDERATION DATABANK

STARFLEET INFONET PUBLIC PERSONNEL RECORDS

NAME		AGE	STR	Top Skills	
SPECIES	P.O.B.	SEX	END	1.	
		HT	INT	2.	
BRANCH		WT	DEX	3.	
		HAIR	CHA	4.	
RANK		EYES	COOL	5.	
		D.O.B.	LUC	...	
CURRENT ASSIGNMENT			PSI	Dept Head Y/N	Cmd School Y/N
				Contact Team Certified?	Y/N

230101.01



Service Record

<p>Honors</p>	
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<p>Assignments _____ Years Served</p> <p>Cadet</p> <p>Term 1</p> <p>Term 2</p> <p>Term 3</p> <p>Term 4</p> <p>Term 5</p> <p>Term 6</p> <p>Term 7</p> <p>Term 8</p> <p>Term 9</p> <p>Term 10</p>
--

Family

Homeworld:

Family

Parents:

Childhood:

Siblings

Areas of Improvement

SkillsAttribute

1

2

3

Awards and Honors

Cadet

Term	1
	2
	3
	4
	5
	6
	7
	8
	9
	10

Lifepath

Academy

Cadet

Term	1
	2
	3
	4
	5
	6
	7
	8
	9
	10

FEDERATION CITIZENRY RECORD

CURRICULA VITAE	LOCAL	CONTINENTAL	GLOBAL	INTRA-SOLAR	NEAR WORLD	DISTANT WORLD	SPACE STATION	ACADEMIA	Term Length	Efficiency	Awards, Honorifics and Notes
1st											
2nd											
3rd											
4th											
5th											
6th											
7th											
8th											
9th											
10th											
11th											
12th											
13th											
14th											
15th											

NAME _____ AGE _____
 SEX _____
 SPECIES _____ P.O.B. _____ HT _____
 WT _____
 CAREER _____ HAIR _____
 POSITION _____ EYES _____
 ASSIGNMENT _____ D.O.B. _____

CREDITS

Family Notes and Such

STR	END	INT	DEX	CHA	COOL	LUC	PSI
FOOLIES (CHA+COOL)/2 round down		PERCEPTION (INT+LUC)/2 round down		FOCUS (INT+COOL)/2 round down		PERSEVERANCE (END+LUC)/2 round down	

Administration	Demolitions	Medicine	ST Sensors
Anthrop	Disguise	ST Services	
Appraisal	Ecology	Meteorology	ST Weapon Ops
Archaeo	Electronics	Negot/Diplomacy	ST Weapons Tech
Art	Enviosuit Ops	Oceanography	Stealth/Hide
	Federation History	Pers Wpn Tech	Streetwise
	Federation Law	Philosophy	Survival
	Forgery		
Astron/Astrophys	Gaming	Physics	Track/Evade
Biology	Gambling	Psych	Trade & Commerce
Botany	Geology		Transporter Ops
Bribery	Hvy Wpns Op/Tech	Scrounge	Transporter Tech
Burglary	History	Seduction	Trivia
Carousing		Shuttle Pilot	
Chemistry	Holotechnology	Shuttle Sys Tech	Variable-G Ops
Combat	Instruction	Sm Equip Tech	Vehicle Op
Archaic	Interrogation	Sm Unit Tactics	
Armed	Intimidate	Sports	Warp Drive Tech
H-T-H	Lang		Zoology
Modern		ST Cbt Tac/Str	
Computer Op	Law	ST Comm Proc	
Computer Tech		ST Comm Tech	
Culture	Leadership	ST Engineering	
	Life Support Tech	ST Helm	
Dmg Ctrl Proc	Materials Science	ST Navigation	
Def Shield Tech	Mechanics	ST Security	

NAME

23070101

ACTION POINTS	UNCONSCIOUS SAVES	NATURAL	WOUND FATIGUE STUN	LUC Pool	PSI Vector	((INT+CHA+PSI)/3) rd	
		CURRENT	ATTRIBUTE FATIGUE EFFECTS		PSI Pool NATURAL		
		SAVE (END/2 rd)					
		SAVE (END/4 rd)					TO HIT TABLE (SKILL + DEX)/2=TOHIT DMG
		UNC (END/10 rd)					

Action Point Table A Opportunity Action

Position Change

- A Turn in Place 1
- Stand-to-Sit or reverse 1
- A Stand-to-Kneel or reverse 1
- A Kneel-to-Prone or reverse 1

Movement

- Walk 1sq orthogonal 1
- diagonal 1.5
- Evade 1sq orthogonal 2
- diagonal 3
- Crawl 1sq orthogonal 2
- diagonal 3
- Run for full Turn 1/2 all AP
- Climb Stairs or Ladder 2x AP
- Climb Rope 3x AP
- Swim 2x AP

Equipment and Weapon Use

- A Short Communication 1
- Draw and Ready Device 2
- A Operate Familiar Device 2
- Draw and Ready Weapon 2
- Aim Weapon 2
- A Quick-Draw and Fire 3
- A Fire Ready Weapon 1
- A Throw Ready Weapon 1
- Adjust Weapon Settings 2
- Reload Weapon 2

Combat and Emergency Evasion

- A Attack min. 3
- A Parry/Defend min. 2
- A Dodge min. 3
- A Duck Thrown Weapon 2
- A Hide in Same Square 1
- A Hide in Adjacent Square 4
- A Roll Sideways 2
- A Drop-to-Ready 1
- A Drop-to-Prone 0
- A Dive to Prone 2
- A Dive Roll 4
- Flying Tackle min. 4

Terrain Modifiers

- Clear, Road or Path 1x AP
- Hills, Light Vegetation 2x AP
- Swampy, Rocky, Hvy Veg 3x AP
- Cliffs, Rough Terrain 2x - 4x AP

To-Hit Modifiers

Target Modifiers	Dice Mod
Range	
Point-Blank	-15
Short	0
Medium	+15
Long	+30
Extreme	+45
Size	
Very Small	+30
Small	+15
Man-size	0
Large	-15
Specific Location	+15
Position	
Standing	0
Crouched	+5
Prone	-10
Concealment	
≤ 1/3	0
1/3 - 2/3	+10
2/3 ≥	+30 or more
Movement	
Stationary	-15
Moving	0
Running	+5
Attacker Modifiers	
Aiming	
Aimed Shot	-25
Snapshot	0
Quick-Draw/Shoot	+25
Wrong-Hand	+20
Simultaneous Attacks	+10 each
Movement	
Stationary	0
Moving	+5
Running	+15
Evading	+30
Vulcan Nerve Pinch	
Target is:	Die Mod
Totally Unawares	-30
Surprised or Distracted	-20
Alert and Aware	+20
Aware of the Technique	+40

23010101

FEDERATION DATABANK

STARFLEET INFONET PUBLIC PERSONNEL RECORDS

NAME		AGE	STR	Top Skills	
SPECIES	P.O.B.	SEX	END	1.	
		HT	INT	2.	
BRANCH		WT	DEX	3.	
		HAIR	CHA	4.	
RANK		EYES	COOL	5.	
		D.O.B.	LUC	...	
CURRENT ASSIGNMENT			PSI	Dept Head Y/N	Cmd School Y/N
				Contact Team Certified?	Y/N

230101.01



Service Record

<p>Honors</p>	
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<p>Assignments _____ Years Served</p> <p>Cadet</p> <p>Term 1</p> <p>Term 2</p> <p>Term 3</p> <p>Term 4</p> <p>Term 5</p> <p>Term 6</p> <p>Term 7</p> <p>Term 8</p> <p>Term 9</p> <p>Term 10</p>
--

Family
Homeworld:

Family

Parents:

Areas of Improvement

Skills
1
2
3

Attribute

Childhood:

Siblings

Awards and Honors

Cadet

Lifepath

Academy

Cadet

Term

1
2
3
4
5
6
7
8
9
10

Term

1
2
3
4
5
6
7
8
9
10

FEDERATION CITIZENRY RECORD

NAME

CURRICULA VITAE	LOCAL	CONTINENTAL	GLOBAL	INTRA-SOLAR	NEAR WORLD	DISTANT WORLD	SPACE STATION	ACADEMIA	Term Length	Efficiency	Awards, Honorifics and Notes	CREDITS	Family Notes and Such
1st													
2nd													
3rd													
4th													
5th													
6th													
7th													
8th													
9th													
10th													
11th													
12th													
13th													
14th													
15th													

STR	END	INT	DEX	CHA	COOL	LUC	PSI
FOOLIES (CHA+COOL)/2 round down		PERCEPTION (INT+LUC)/2 round down		FOCUS (INT+COOL)/2 round down		PERSEVERANCE (END+LUC)/2 round down	

Administration	Demolitions	Medicine	ST Sensors
Anthrop	Disguise	ST Services
.	Ecology	Meteorology	ST Weapon Ops
Appraisal	Electronics	Negot/Diplomacy	ST Weapons Tech
Archaeo	Enviosuit Ops	Oceanography	Stealth/Hide
.	Federation History	Pers Wpn Tech	Streetwise
Art	Federation Law	Philosophy	Survival
.	Forgery
Astron/Atrophys	Gaming	Physics	Track/Evade
Biology	Gambling	Psych	Trade & Commerce
Botany	Geology	Transporter Ops
Bribery	Hvy Wpns Op/Tech	Scrounge	Transporter Tech
Burglary	History	Seduction	Trivia
Carousing	Shuttle Pilot
Chemistry	Holotechnology	Shuttle Sys Tech	Variable-G Ops
Combat	Instruction	Sm Equip Tech	Vehicle Op
.	Interrogation	Sm Unit Tactics
.	Intimidate	Sports	Warp Drive Tech
.	Lang	Zoology
.	ST Cbt Tac/Str
Computer Op	Law	ST Comm Proc
Computer Tech	ST Comm Tech
Culture	Leadership	ST Engineering
.	Life Support Tech	ST Helm
Dmg Ctrl Proc	Materials Science	ST Navigation
Def Shield Tech	Mechanics	ST Security

23070101.01

ACTION POINTS	UNCONSCIOUS SAVES	NATURAL	WOUND FATIGUE STUN	LUC Pool	PSI Vector	((INT+CHA+PSI)/3) rd		
		CURRENT	ATTRIBUTE FATIGUE EFFECTS		PSI Pool NATURAL			
		SAVE (END/2 rd)						
		SAVE (END/4 rd)					TO HIT TABLE ((SKILL + DEX)/2 = TOHIT DMG) Modern..... H-T-H.....	
		UNC (END/10 rd)						BARE HAND DAMAGE SKILL BONUS+ TOTAL= WEAPON DAMAGE STR BONUS+ SKILL BONUS+ TOTAL=
1								
2								
3								
4								
5								
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11								
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13								
14								
15								
16								

Action Point Table A Opportunity Action

Position Change

- A Turn in Place 1
- Stand-to-Sit or reverse 1
- A Stand-to-Kneel or reverse 1
- A Kneel-to-Prone or reverse 1

Movement

- Walk 1sq orthogonal 1
- diagonal 1.5
- Evade 1sq orthogonal 2
- diagonal 3
- Crawl 1sq orthogonal 2
- diagonal 3
- Run for full Turn 1/2 all AP
- Climb Stairs or Ladder 2x AP
- Climb Rope 3x AP
- Swim 2x AP

Equipment and Weapon Use

- A Short Communication 1
- Draw and Ready Device 2
- A Operate Familiar Device 2
- Draw and Ready Weapon 2
- Aim Weapon 2
- A Quick-Draw and Fire 3
- A Fire Ready Weapon 1
- A Throw Ready Weapon 1
- Adjust Weapon Settings 2
- Reload Weapon 2

Combat and Emergency Evasion

- A Attack min. 3
- A Parry/Defend min. 2
- A Dodge min. 3
- A Duck Thrown Weapon 2
- A Hide in Same Square 1
- A Hide in Adjacent Square 4
- A Roll Sideways 2
- A Drop-to-Ready 1
- A Drop-to-Prone 0
- A Dive to Prone 2
- A Dive Roll 4
- Flying Tackle min. 4

Terrain Modifiers

- Clear, Road or Path 1x AP
- Hills, Light Vegetation 2x AP
- Swampy, Rocky, Hwy Veg 3x AP
- Cliffs, Rough Terrain 2x - 4x AP

To-Hit Modifiers

Target Modifiers	Dice Mod
<i>Range</i>	
Point-Blank	-15
Short	0
Medium	+15
Long	+30
Extreme	+45
<i>Size</i>	
Very Small	+30
Small	+15
Man-size	0
Large	-15
Specific Location	+15
<i>Position</i>	
Standing	0
Crouched	+5
Prone	-10
<i>Concealment</i>	
≤ 1/3	0
1/3 - 2/3	+10
2/3 ≥	+30 or more
<i>Movement</i>	
Stationary	-15
Moving	0
Running	+5
Attacker Modifiers	
<i>Aiming</i>	
Aimed Shot	-25
Snapshot	0
Quick-Draw/Shoot	+25
Wrong-Hand	+20
Simultaneous Attacks	+10 each
<i>Movement</i>	
Stationary	0
Moving	+5
Running	+15
Evading	+30
Vulcan Nerve Pinch	
Target is:	Die Mod
Totally Unawares	-30
Surprised or Distracted	-20
Alert and Aware	+20
Aware of the Technique	+40

FEDERATION DATABANK

STARFLEET INFONET PUBLIC PERSONNEL RECORDS

NAME		AGE	STR	Top Skills	
SPECIES	P.O.B.	SEX	END	1.	
		HT	INT	2.	
BRANCH		WT	DEX	3.	
		HAIR	CHA	4.	
RANK		EYES	COOL	5.	
				...	
CURRENT ASSIGNMENT		D.O.B.	LUC	Dept Head	Y/N
			PSI	Cmd School	Y/N
				Contact Team Certified?	Y/N

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Service Record

<p>Honors</p>	
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<p>Assignments _____ Years Served</p> <p>Cadet</p> <p>Term 1</p> <p>Term 2</p> <p>Term 3</p> <p>Term 4</p> <p>Term 5</p> <p>Term 6</p> <p>Term 7</p> <p>Term 8</p> <p>Term 9</p> <p>Term 10</p>
--

Family
Homeworld:

Family

Parents:

Areas of Improvement

Skills
1
2
3

Attribute

Childhood:

Siblings

Awards and Honors

Cadet

Lifepath

Academy

Cadet

Term

1
2
3
4
5
6
7
8
9
10

Term

1
2
3
4
5
6
7
8
9
10

History and Notes

Dreams and Direction

230101.01

FEDERATION CITIZENRY RECORD

CURRICULA VITAE	LOCAL	CONTINENTAL	GLOBAL	INTRA-SOLAR	NEAR WORLD	DISTANT WORLD	SPACE STATION	ACADEMIA	Term Length	Efficiency	Awards, Honorifics and Notes
1st											
2nd											
3rd											
4th											
5th											
6th											
7th											
8th											
9th											
10th											
11th											
12th											
13th											
14th											
15th											

NAME _____ AGE _____
 SEX _____
 SPECIES _____ P.O.B. _____ HT _____
 WT _____
 CAREER _____ HAIR _____
 POSITION _____ EYES _____
 ASSIGNMENT _____ D.O.B. _____

CREDITS

Family Notes and Such

STR	END	INT	DEX	CHA	COOL	LUC	PSI
FOOLIES (CHA+COOL)/2 round down		PERCEPTION (INT+LUC)/2 round down		FOCUS (INT+COOL)/2 round down		PERSEVERANCE (END+LUC)/2 round down	

Administration	Demolitions	Medicine	ST Sensors
Anthrop	Disguise	_____	ST Services
_____	Ecology	Meteorology	ST Weapon Ops
Appraisal	Electronics	Negot/Diplomacy	ST Weapons Tech
Archaeo	Enviosuit Ops	Oceanography	Stealth/Hide
_____	Federation History	Pers Wpn Tech	Streetwise
Art	Federation Law	Philosophy	Survival
_____	Forgery	_____	_____
Astron/Atrophys	Gaming	Physics	Track/Evade
Biology	Gambling	Psych	Trade & Commerce
Botany	Geology	_____	Transporter Ops
Bribery	Hvy Wpns Op/Tech	Scrounge	Transporter Tech
Burglary	History	Seduction	Trivia
Carousing	_____	Shuttle Pilot	_____
Chemistry	Holotechnology	Shuttle Sys Tech	Variable-G Ops
Combat	Instruction	Sm Equip Tech	Vehicle Op
Archaic	Interrogation	Sm Unit Tactics	_____
Armed	Intimidate	Sports	Warp Drive Tech
H-T-H	Lang	_____	Zoology
Modern	_____	ST Cbt Tac/Str	_____
Computer Op	Law	ST Comm Proc	_____
Computer Tech	_____	ST Comm Tech	_____
Culture	Leadership	ST Engineering	_____
_____	Life Support Tech	ST Helm	_____
Dmg Ctrl Proc	Materials Science	ST Navigation	_____
Def Shield Tech	Mechanics	ST Security	_____

NAME

23070101

ACTION POINTS	1	NATURAL	WOUND FATIGUE STUN	LUC Pool	PSI Vector	((INT+CHA+PSI)/3) rd
	2	CURRENT	ATTRIBUTE FATIGUE EFFECTS		PSI Pool NATURAL	
	3	SAVE (END/2 rd)				
	4	SAVE (END/4 rd)				
	5	UNC (END/10 rd)				
	6					
7	UNCONSCIOUS SAVES		TO HIT TABLE			
8			(SKILL + DEX)/2 = TOHIT DMG			
9			Modern..... PER SETTING			
10			H-T-H.....			
11					
12					
13					
14					
15					
16					

Action Point Table		A Opportunity Action	
Position Change			
▲ Turn in Place	1		
▲ Stand-to-Sit or reverse	1		
▲ Stand-to-Kneel or reverse	1		
▲ Kneel-to-Prone or reverse	1		
Movement			
Walk 1sq orthogonal	1		
diagonal	1.5		
Evade 1sq orthogonal	2		
diagonal	3		
Crawl 1sq orthogonal	2		
diagonal	3		
Run for full Turn	1/2 all AP		
Climb Stairs or Ladder	2x AP		
Climb Rope	3x AP		
Swim	2x AP		
Equipment and Weapon Use			
▲ Short Communication	1		
Draw and Ready Device	2		
▲ Operate Familiar Device	2		
Draw and Ready Weapon	2		
Aim Weapon	2		
▲ Quick-Draw and Fire	3		
▲ Fire Ready Weapon	1		
▲ Throw Ready Weapon	1		
Adjust Weapon Settings	2		
Reload Weapon	2		
Combat and Emergency Evasion			
▲ Attack	min. 3		
▲ Parry/Defend	min. 2		
▲ Dodge	min. 3		
▲ Duck Thrown Weapon	2		
▲ Hide in Same Square	1		
▲ Hide in Adjacent Square	4		
▲ Roll Sideways	2		
▲ Drop-to-Ready	1		
▲ Drop-to-Prone	0		
▲ Dive to Prone	2		
▲ Dive Roll	4		
Flying Tackle	min. 4		
Terrain Modifiers			
Clear, Road or Path	1x AP		
Hills, Light Vegetation	2x AP		
Swampy, Rocky, Hvy Veg	3x AP		
Cliffs, Rough Terrain	2x - 4x AP		

To-Hit Modifiers	
Target Modifiers	Dice Mod
Range	
Point-Blank	-15
Short	0
Medium	+15
Long	+30
Extreme	+45
Size	
Very Small	+30
Small	+15
Man-size	0
Large	-15
Specific Location	+15
Position	
Standing	0
Crouched	+5
Prone	-10
Concealment	
≤ 1/3	0
1/3 - 2/3	+10
2/3 ≥	+30 or more
Movement	
Stationary	-15
Moving	0
Running	+5
Attacker Modifiers	
Aiming	
Aimed Shot	-25
Snapshot	0
Quick-Draw/Shoot	+25
Wrong-Hand	+20
Simultaneous Attacks	+10 each
Movement	
Stationary	0
Moving	+5
Running	+15
Evading	+30
Vulcan Nerve Pinch	
Target is:	
Totally Unawares	-30
Surprised or Distracted	-20
Alert and Aware	+20
Aware of the Technique	+40

23010101

FEDERATION DATABANK

STARFLEET INFONET PUBLIC PERSONNEL RECORDS

NAME		AGE	STR	Top Skills	
SPECIES	P.O.B.	SEX	END	1.	
		HT	INT	2.	
BRANCH		WT	DEX	3.	
		HAIR	CHA	4.	
RANK		EYES	COOL	5.	
				...	
CURRENT ASSIGNMENT		D.O.B.	LUC	Dept Head	Y/N
			PSI	Cmd School	Y/N
				Contact Team Certified?	Y/N

230101.01



Service Record

<p>Honors</p>	
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<p>Assignments _____ Years Served</p> <p>Cadet</p> <p>Term 1</p> <p>Term 2</p> <p>Term 3</p> <p>Term 4</p> <p>Term 5</p> <p>Term 6</p> <p>Term 7</p> <p>Term 8</p> <p>Term 9</p> <p>Term 10</p>
--

Family

Homeworld:

Family

Parents:

Childhood:

Siblings

Areas of Improvement

SkillsAttribute

- 1
- 2
- 3

Awards and Honors

Cadet

- Term
- 1
- 2
- 3
- 4
- 5
- 6
- 7
- 8
- 9
- 10

Lifepath

Academy

Cadet

- Term
- 1
- 2
- 3
- 4
- 5
- 6
- 7
- 8
- 9
- 10

History and Notes

Dreams and Direction

FEDERATION CITIZENRY RECORD

CURRICULA VITAE	LOCAL	CONTINENTAL	GLOBAL	INTRA-SOLAR	NEAR WORLD	DISTANT WORLD	SPACE STATION	ACADEMIA	Term Length	Efficiency	Awards, Honorifics and Notes
1st											
2nd											
3rd											
4th											
5th											
6th											
7th											
8th											
9th											
10th											
11th											
12th											
13th											
14th											
15th											

NAME _____ AGE _____
 SEX _____
 SPECIES _____ P.O.B. _____ HT _____
 WT _____
 CAREER _____ HAIR _____
 POSITION _____ EYES _____
 ASSIGNMENT _____ D.O.B. _____

CREDITS

Family Notes and Such

STR	END	INT	DEX	CHA	COOL	LUC	PSI
FOOLIES (CHA+COOL)/2 round down		PERCEPTION (INT+LUC)/2 round down		FOCUS (INT+COOL)/2 round down		PERSEVERANCE (END+LUC)/2 round down	

Administration	Demolitions	Medicine	ST Sensors
Anthrop	Disguise	_____	ST Services
_____	Ecology	Meteorology	ST Weapon Ops
Appraisal	Electronics	Negot/Diplomacy	ST Weapons Tech
Archaeo	Enviosuit Ops	Oceanography	Stealth/Hide
_____	Federation History	Pers Wpn Tech	Streetwise
Art	Federation Law	Philosophy	Survival
_____	Forgery	_____	_____
Astron/Astrophys	Gaming	Physics	Track/Evade
Biology	Gambling	Psych	Trade & Commerce
Botany	Geology	_____	Transporter Ops
Bribery	Hvy Wpns Op/Tech	Scrounge	Transporter Tech
Burglary	History	Seduction	Trivia
Carousing	_____	Shuttle Pilot	_____
Chemistry	Holotechnology	Shuttle Sys Tech	Variable-G Ops
Combat	Instruction	Sm Equip Tech	Vehicle Op
Archaic	Interrogation	Sm Unit Tactics	_____
Armed	Intimidate	Sports	Warp Drive Tech
H-T-H	Lang	_____	Zoology
Modern	_____	ST Cbt Tac/Str	_____
Computer Op	Law	ST Comm Proc	_____
Computer Tech	_____	ST Comm Tech	_____
Culture	Leadership	ST Engineering	_____
_____	Life Support Tech	ST Helm	_____
Dmg Ctrl Proc	Materials Science	ST Navigation	_____
Def Shield Tech	Mechanics	ST Security	_____

NAME

23070101

ACTION POINTS	UNCONSCIOUS SAVES	NATURAL	WOUND FATIGUE STUN	LUC Pool <small>NATURAL</small>	PSI Vector	((INT+CHA+PSI)/3) rd
		CURRENT	ATTRIBUTE FATIGUE EFFECTS		PSI Pool <small>NATURAL</small>	
		SAVE (END/2 rd)				
		SAVE (END/4 rd)		TO HIT TABLE (SKILL + DEX)/2=TOHIT DMG		
		UNC (END/10 rd)				
			BARE HAND DAMAGE..... SKILL BONUS.....+ TOTAL.....=	Modern..... H-T-H.....		
	WEAPON DAMAGE STR BONUS.....+ SKILL BONUS.....+ TOTAL.....=	PER SETTING				

Action Point Table A Opportunity Action

Position Change

- A Turn in Place 1
- Stand-to-Sit or reverse 1
- A Stand-to-Kneel or reverse 1
- A Kneel-to-Prone or reverse 1

Movement

- Walk 1sq orthogonal 1
- diagonal 1.5
- Evade 1sq orthogonal 2
- diagonal 3
- Crawl 1sq orthogonal 2
- diagonal 3
- Run for full Turn 1/2 all AP
- Climb Stairs or Ladder 2x AP
- Climb Rope 3x AP
- Swim 2x AP

Equipment and Weapon Use

- A Short Communication 1
- Draw and Ready Device 2
- A Operate Familiar Device 2
- Draw and Ready Weapon 2
- Aim Weapon 2
- A Quick-Draw and Fire 3
- A Fire Ready Weapon 1
- A Throw Ready Weapon 1
- Adjust Weapon Settings 2
- Reload Weapon 2

Combat and Emergency Evasion

- A Attack min. 3
- A Parry/Defend min. 2
- A Dodge min. 3
- A Duck Thrown Weapon 2
- A Hide in Same Square 1
- A Hide in Adjacent Square 4
- A Roll Sideways 2
- A Drop-to-Ready 1
- A Drop-to-Prone 0
- A Dive to Prone 2
- A Dive Roll 4
- Flying Tackle min. 4

Terrain Modifiers

- Clear, Road or Path 1x AP
- Hills, Light Vegetation 2x AP
- Swampy, Rocky, Hvy Veg 3x AP
- Cliffs, Rough Terrain 2x - 4x AP

To-Hit Modifiers

Target Modifiers	Dice Mod
Range	
Point-Blank	-15
Short	0
Medium	+15
Long	+30
Extreme	+45
Size	
Very Small	+30
Small	+15
Man-size	0
Large	-15
Specific Location	+15
Position	
Standing	0
Crouched	+5
Prone	-10
Concealment	
≤ 1/3	0
1/3 - 2/3	+10
2/3 ≥	+30 or more
Movement	
Stationary	-15
Moving	0
Running	+5
Attacker Modifiers	
Aiming	
Aimed Shot	-25
Snapshot	0
Quick-Draw/Shoot	+25
Wrong-Hand	+20
Simultaneous Attacks	+10 each
Movement	
Stationary	0
Moving	+5
Running	+15
Evading	+30
Vulcan Nerve Pinch	
Target is:	Die Mod
Totally Unawares	-30
Surprised or Distracted	-20
Alert and Aware	+20
Aware of the Technique	+40

FEDERATION DATABANK

STARFLEET INFONET PUBLIC PERSONNEL RECORDS

NAME		AGE	STR	Top Skills	
SPECIES	P.O.B.	SEX	END	1.	
		HT	INT	2.	
BRANCH		WT	DEX	3.	
		HAIR	CHA	4.	
RANK		EYES	COOL	5.	
				...	
CURRENT ASSIGNMENT		D.O.B.	LUC	Dept Head	Y/N
			PSI	Cmd School	Y/N
				Contact Team Certified?	Y/N

230101.01



Service Record

<p>Honors</p>	
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<p>Assignments _____ Years Served</p> <p>Cadet</p> <p>Term 1</p> <p>Term 2</p> <p>Term 3</p> <p>Term 4</p> <p>Term 5</p> <p>Term 6</p> <p>Term 7</p> <p>Term 8</p> <p>Term 9</p> <p>Term 10</p>
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Family

Homeworld:

Family

Parents:

Childhood:

Siblings

Areas of Improvement

SkillsAttribute

1

2

3

Awards and Honors

Cadet

Term	1
	2
	3
	4
	5
	6
	7
	8
	9
	10

Lifepath

Academy

Cadet

Term	1
	2
	3
	4
	5
	6
	7
	8
	9
	10

FEDERATION CITIZENRY RECORD

CURRICULA VITAE	LOCAL	CONTINENTAL	GLOBAL	INTRA-SOLAR	NEAR WORLD	DISTANT WORLD	SPACE STATION	ACADEMIA	Term Length	Efficiency	Awards, Honorifics and Notes
1st											
2nd											
3rd											
4th											
5th											
6th											
7th											
8th											
9th											
10th											
11th											
12th											
13th											
14th											
15th											

NAME _____ AGE _____
 SEX _____
 SPECIES _____ P.O.B. _____ HT _____
 WT _____
 CAREER _____ HAIR _____
 POSITION _____ EYES _____
 ASSIGNMENT _____ D.O.B. _____

CREDITS

Family Notes and Such

STR	END	INT	DEX	CHA	COOL	LUC	PSI
FOOLIES (CHA+COOL)/2 round down		PERCEPTION (INT+LUC)/2 round down		FOCUS (INT+COOL)/2 round down		PERSEVERANCE (END+LUC)/2 round down	

Administration	Demolitions	Medicine	ST Sensors
Anthrop	Disguise	_____	ST Services
_____	Ecology	Meteorology	ST Weapon Ops
Appraisal	Electronics	Negot/Diplomacy	ST Weapons Tech
Archaeo	Enviosuit Ops	Oceanography	Stealth/Hide
_____	Federation History	Pers Wpn Tech	Streetwise
Art	Federation Law	Philosophy	Survival
_____	Forgery	_____	_____
Astron/Atrophys	Gaming	Physics	Track/Evade
Biology	Gambling	Psych	Trade & Commerce
Botany	Geology	_____	Transporter Ops
Bribery	Hvy Wpns Op/Tech	Scrounge	Transporter Tech
Burglary	History	Seduction	Trivia
Carousing	_____	Shuttle Pilot	_____
Chemistry	Holotechnology	Shuttle Sys Tech	Variable-G Ops
Combat	Instruction	Sm Equip Tech	Vehicle Op
Archaic	Interrogation	Sm Unit Tactics	_____
Armed	Intimidate	Sports	Warp Drive Tech
H-T-H	Lang	_____	Zoology
Modern	_____	ST Cbt Tac/Str	_____
Computer Op	Law	ST Comm Proc	_____
Computer Tech	_____	ST Comm Tech	_____
Culture	Leadership	ST Engineering	_____
_____	Life Support Tech	ST Helm	_____
Dmg Ctrl Proc	Materials Science	ST Navigation	_____
Def Shield Tech	Mechanics	ST Security	_____

NAME

23070101

ACTION POINTS	UNCONSCIOUS SAVES	NATURAL	WOUND FATIGUE STUN	LUC Pool	PSI Vector	((INT+CHA+PSI)/3) rd		
		CURRENT	ATTRIBUTE FATIGUE EFFECTS		PSI Pool NATURAL			
		SAVE (END/2 rd)						
		SAVE (END/4 rd)					TO HIT TABLE ((SKILL + DEX)/2 = TOHIT DMG) Modern..... H-T-H.....	
		UNC (END/10 rd)						BARE HAND DAMAGE SKILL BONUS+ TOTAL= WEAPON DAMAGE STR BONUS+ SKILL BONUS+ TOTAL=
1								
2								
3								
4								
5								
6								
7								
8								
9								
10								
11								
12								
13								
14								
15								
16								

Action Point Table A Opportunity Action

Position Change

- A Turn in Place 1
- Stand-to-Sit or reverse 1
- A Stand-to-Kneel or reverse 1
- A Kneel-to-Prone or reverse 1

Movement

- Walk 1sq orthogonal 1
- diagonal 1.5
- Evade 1sq orthogonal 2
- diagonal 3
- Crawl 1sq orthogonal 2
- diagonal 3
- Run for full Turn 1/2 all AP
- Climb Stairs or Ladder 2x AP
- Climb Rope 3x AP
- Swim 2x AP

Equipment and Weapon Use

- A Short Communication 1
- Draw and Ready Device 2
- A Operate Familiar Device 2
- Draw and Ready Weapon 2
- Aim Weapon 2
- A Quick-Draw and Fire 3
- A Fire Ready Weapon 1
- A Throw Ready Weapon 1
- Adjust Weapon Settings 2
- Reload Weapon 2

Combat and Emergency Evasion

- A Attack min. 3
- A Parry/Defend min. 2
- A Dodge min. 3
- A Duck Thrown Weapon 2
- A Hide in Same Square 1
- A Hide in Adjacent Square 4
- A Roll Sideways 2
- A Drop-to-Ready 1
- A Drop-to-Prone 0
- A Dive to Prone 2
- A Dive Roll 4
- Flying Tackle min. 4

Terrain Modifiers

- Clear, Road or Path 1x AP
- Hills, Light Vegetation 2x AP
- Swampy, Rocky, Hwy Veg 3x AP
- Cliffs, Rough Terrain 2x - 4x AP

To-Hit Modifiers

Target Modifiers	Dice Mod
<i>Range</i>	
Point-Blank	-15
Short	0
Medium	+15
Long	+30
Extreme	+45
<i>Size</i>	
Very Small	+30
Small	+15
Man-size	0
Large	-15
Specific Location	+15
<i>Position</i>	
Standing	0
Crouched	+5
Prone	-10
<i>Concealment</i>	
≤ 1/3	0
1/3 - 2/3	+10
2/3 ≥	+30 or more
<i>Movement</i>	
Stationary	-15
Moving	0
Running	+5
Attacker Modifiers	
<i>Aiming</i>	
Aimed Shot	-25
Snapshot	0
Quick-Draw/Shoot	+25
Wrong-Hand	+20
Simultaneous Attacks	+10 each
<i>Movement</i>	
Stationary	0
Moving	+5
Running	+15
Evading	+30
Vulcan Nerve Pinch	
Target is:	Die Mod
Totally Unawares	-30
Surprised or Distracted	-20
Alert and Aware	+20
Aware of the Technique	+40

FEDERATION DATABANK

STARFLEET INFONET PUBLIC PERSONNEL RECORDS

NAME		AGE	STR	Top Skills	
SPECIES	P.O.B.	SEX	END	1.	
		HT	INT	2.	
BRANCH		WT	DEX	3.	
		HAIR	CHA	4.	
RANK		EYES	COOL	5.	
				...	
CURRENT ASSIGNMENT		D.O.B.	LUC	Dept Head	Y/N
			PSI	Cmd School	Y/N
				Contact Team Certified?	Y/N

230101.01



Service Record

<p>Honors</p>	
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<p>Assignments _____ Years Served</p> <p>Cadet</p> <p>Term 1</p> <p>Term 2</p> <p>Term 3</p> <p>Term 4</p> <p>Term 5</p> <p>Term 6</p> <p>Term 7</p> <p>Term 8</p> <p>Term 9</p> <p>Term 10</p>
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Family

Homeworld:

Family

Parents:

Childhood:

Siblings

Areas of Improvement	
<u>Skills</u>	<u>Attribute</u>

1

2

3

Awards and Honors
Cadet

Term	1
	2
	3
	4
	5
	6
	7
	8
	9
	10

Lifepath
Academy
Cadet

Term	1
	2
	3
	4
	5
	6
	7
	8
	9
	10

History and Notes

Dreams and Direction

FEDERATION CITIZENRY RECORD

CURRICULA VITAE	LOCAL	CONTINENTAL	GLOBAL	INTRA-SOLAR	NEAR WORLD	DISTANT WORLD	SPACE STATION	ACADEMIA	Term Length	Efficiency	Awards, Honorifics and Notes
1st											
2nd											
3rd											
4th											
5th											
6th											
7th											
8th											
9th											
10th											
11th											
12th											
13th											
14th											
15th											

NAME _____ AGE _____
 SEX _____
 SPECIES _____ P.O.B. _____ HT _____
 WT _____
 CAREER _____ HAIR _____
 POSITION _____ EYES _____
 ASSIGNMENT _____ D.O.B. _____

CREDITS

Family Notes and Such

STR	END	INT	DEX	CHA	COOL	LUC	PSI
FOOLIES (CHA+COOL)/2 round down		PERCEPTION (INT+LUC)/2 round down		FOCUS (INT+COOL)/2 round down		PERSEVERENCE (END+LUC)/2 round down	

Administration	Demolitions	Medicine	ST Sensors
Anthrop	Disguise	_____	ST Services
_____	Ecology	Meteorology	ST Weapon Ops
Appraisal	Electronics	Negot/Diplomacy	ST Weapons Tech
Archaeo	Enviosuit Ops	Oceanography	Stealth/Hide
_____	Federation History	Pers Wpn Tech	Streetwise
Art	Federation Law	Philosophy	Survival
_____	Forgery	_____	_____
Astron/Atrophys	Gaming	Physics	Track/Evade
Biology	Gambling	Psych	Trade & Commerce
Botany	Geology	_____	Transporter Ops
Bribery	Hvy Wpns Op/Tech	Scrounge	Transporter Tech
Burglary	History	Seduction	Trivia
Carousing	_____	Shuttle Pilot	_____
Chemistry	Holotechnology	Shuttle Sys Tech	Variable-G Ops
Combat	Instruction	Sm Equip Tech	Vehicle Op
Archaic	Interrogation	Sm Unit Tactics	_____
Armed	Intimidate	Sports	Warp Drive Tech
H-T-H	Lang	_____	Zoology
Modern	_____	ST Cbt Tac/Str	_____
Computer Op	Law	ST Comm Proc	_____
Computer Tech	_____	ST Comm Tech	_____
Culture	Leadership	ST Engineering	_____
_____	Life Support Tech	ST Helm	_____
Dmg Ctrl Proc	Materials Science	ST Navigation	_____
Def Shield Tech	Mechanics	ST Security	_____

NAME

23070101

ACTION POINTS	UNCONSCIOUS SAVES	NATURAL	WOUND FATIGUE STUN	LUC Pool <small>NATURAL</small>	PSI Vector	((INT+CHA+PSI)/3) rd
		CURRENT	ATTRIBUTE FATIGUE EFFECTS		PSI Pool NATURAL	
		SAVE (END/2 rd)				
		SAVE (END/4 rd)		TO HIT TABLE (SKILL + DEX)/2=TOHIT DMG		
		UNC (END/10 rd)				
			BARE HAND DAMAGE..... SKILL BONUS.....+ TOTAL.....=		Modern..... H-T-H.....	
	WEAPON DAMAGE STR BONUS.....+ SKILL BONUS.....+ TOTAL.....=		PER SETTING			

Action Point Table A Opportunity Action

Position Change

- A Turn in Place 1
- A Stand-to-Sit or reverse 1
- A Stand-to-Kneel or reverse 1
- A Kneel-to-Prone or reverse 1

Movement

- Walk 1sq orthogonal 1
- diagonal 1.5
- Evade 1sq orthogonal 2
- diagonal 3
- Crawl 1sq orthogonal 2
- diagonal 3
- Run for full Turn 1/2 all AP
- Climb Stairs or Ladder 2x AP
- Climb Rope 3x AP
- Swim 2x AP

Equipment and Weapon Use

- A Short Communication 1
- A Draw and Ready Device 2
- A Operate Familiar Device 2
- A Draw and Ready Weapon 2
- A Aim Weapon 2
- A Quick-Draw and Fire 3
- A Fire Ready Weapon 1
- A Throw Ready Weapon 1
- A Adjust Weapon Settings 2
- A Reload Weapon 2

Combat and Emergency Evasion

- A Attack min. 3
- A Parry/Defend min. 2
- A Dodge min. 3
- A Duck Thrown Weapon 2
- A Hide in Same Square 1
- A Hide in Adjacent Square 4
- A Roll Sideways 2
- A Drop-to-Ready 1
- A Drop-to-Prone 0
- A Dive to Prone 2
- A Dive Roll 4
- Flying Tackle min. 4

Terrain Modifiers

- Clear, Road or Path 1x AP
- Hills, Light Vegetation 2x AP
- Swampy, Rocky, Hvy Veg 3x AP
- Cliffs, Rough Terrain 2x - 4x AP

To-Hit Modifiers

Target Modifiers	Dice Mod
<i>Range</i>	
Point-Blank	-15
Short	0
Medium	+15
Long	+30
Extreme	+45
<i>Size</i>	
Very Small	+30
Small	+15
Man-size	0
Large	-15
Specific Location	+15
<i>Position</i>	
Standing	0
Crouched	+5
Prone	-10
<i>Concealment</i>	
≤ 1/3	0
1/3 - 2/3	+10
2/3 ≥	+30 or more
<i>Movement</i>	
Stationary	-15
Moving	0
Running	+5
Attacker Modifiers	
<i>Aiming</i>	
Aimed Shot	-25
Snapshot	0
Quick-Draw/Shoot	+25
Wrong-Hand	+20
Simultaneous Attacks	+10 each
<i>Movement</i>	
Stationary	0
Moving	+5
Running	+15
Evading	+30
Vulcan Nerve Pinch	
Target is:	Die Mod
Totally Unawares	-30
Surprised or Distracted	-20
Alert and Aware	+20
Aware of the Technique	+40

23010101

FEDERATION DATABANK

STARFLEET INFONET PUBLIC PERSONNEL RECORDS

NAME		AGE	STR	Top Skills	
SPECIES	P.O.B.	SEX	END	1.	
		HT	INT	2.	
BRANCH		WT	DEX	3.	
		HAIR	CHA	4.	
RANK		EYES	COOL	5.	
				...	
CURRENT ASSIGNMENT		D.O.B.	LUC	Dept Head	Y/N
			PSI	Cmd School	Y/N
				Contact Team Certified?	Y/N

230101.01



Service Record

<p>Honors</p>	
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<p>Assignments _____ Years Served</p> <p>Cadet</p> <p>Term 1</p> <p>Term 2</p> <p>Term 3</p> <p>Term 4</p> <p>Term 5</p> <p>Term 6</p> <p>Term 7</p> <p>Term 8</p> <p>Term 9</p> <p>Term 10</p>
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Family

Homeworld:

Family

Parents:

Childhood:

Siblings

Areas of Improvement

SkillsAttribute

1

2

3

Awards and Honors

Cadet

Term	1
	2
	3
	4
	5
	6
	7
	8
	9
	10

Lifepath

Academy

Cadet

Term	1
	2
	3
	4
	5
	6
	7
	8
	9
	10

FEDERATION CITIZENRY RECORD

NAME

CURRICULA VITAE	LOCAL	CONTINENTAL	GLOBAL	INTRA-SOLAR	NEAR WORLD	DISTANT WORLD	SPACE STATION	ACADEMIA	Term Length	Efficiency	Awards, Honorifics and Notes	Family Notes and Such
1st												
2nd												
3rd												
4th												
5th												
6th												
7th												
8th												
9th												
10th												
11th												
12th												
13th												
14th												
15th												

STR	END	INT	DEX	CHA	COOL	LUC	PSI
FOOLIES (CHA+COOL)/2 round down		PERCEPTION (INT+LUC)/2 round down		FOCUS (INT+COOL)/2 round down		PERSEVERANCE (END+LUC)/2 round down	

Administration	Demolitions	Medicine	ST Sensors
Anthrop	Disguise	_____	ST Services
_____	Ecology	Meteorology	ST Weapon Ops
Appraisal	Electronics	Negot/Diplomacy	ST Weapons Tech
Archaeo	Enviosuit Ops	Oceanography	Stealth/Hide
_____	Federation History	Pers Wpn Tech	Streetwise
Art	Federation Law	Philosophy	Survival
_____	Forgery	_____	_____
Astron/Atrophys	Gaming	Physics	Track/Evade
Biology	Gambling	Psych	Trade & Commerce
Botany	Geology	_____	Transporter Ops
Bribery	Hvy Wpns Op/Tech	Scrounge	Transporter Tech
Burglary	History	Seduction	Trivia
Carousing	_____	Shuttle Pilot	_____
Chemistry	Holotechnology	Shuttle Sys Tech	Variable-G Ops
Combat	Instruction	Sm Equip Tech	Vehicle Op
Archaic	Interrogation	Sm Unit Tactics	_____
Armed	Intimidate	Sports	Warp Drive Tech
H-T-H	Lang	_____	Zoology
Modern	_____	ST Cbt Tac/Str	_____
Computer Op	Law	ST Comm Proc	_____
Computer Tech	_____	ST Comm Tech	_____
Culture	Leadership	ST Engineering	_____
_____	Life Support Tech	ST Helm	_____
Dmg Ctrl Proc	Materials Science	ST Navigation	_____
Def Shield Tech	Mechanics	ST Security	_____

23070101.01

ACTION POINTS	UNCONSCIOUS SAVES	NATURAL	WOUND FATIGUE STUN	LUC Pool <small>NATURAL</small>	PSI Vector	((INT+CHA+PSI)/3) rd
		CURRENT	ATTRIBUTE FATIGUE EFFECTS		PSI Pool NATURAL	
		SAVE (END/2 rd)				
		SAVE (END/4 rd)		TO HIT TABLE (SKILL + DEX)/2=TOHIT DMG		
		UNC (END/10 rd)				
1		BARE HAND DAMAGE.....				
2		SKILL BONUS.....+				
3		TOTAL.....=				
4		WEAPON DAMAGE				
5		STR BONUS.....+				
6		SKILL BONUS.....+				
7		TOTAL.....=				
8						
9						
10						
11						
12						
13						
14						
15						
16						

Action Point Table A Opportunity Action

Position Change

- A Turn in Place 1
- Stand-to-Sit or reverse 1
- A Stand-to-Kneel or reverse 1
- A Kneel-to-Prone or reverse 1

Movement

- Walk 1sq orthogonal 1
- diagonal 1.5
- Evade 1sq orthogonal 2
- diagonal 3
- Crawl 1sq orthogonal 2
- diagonal 3
- Run for full Turn 1/2 all AP
- Climb Stairs or Ladder 2x AP
- Climb Rope 3x AP
- Swim 2x AP

Equipment and Weapon Use

- A Short Communication 1
- Draw and Ready Device 2
- A Operate Familiar Device 2
- Draw and Ready Weapon 2
- Aim Weapon 2
- A Quick-Draw and Fire 3
- A Fire Ready Weapon 1
- A Throw Ready Weapon 1
- Adjust Weapon Settings 2
- Reload Weapon 2

Combat and Emergency Evasion

- A Attack min. 3
- A Parry/Defend min. 2
- A Dodge min. 3
- A Duck Thrown Weapon 2
- A Hide in Same Square 1
- A Hide in Adjacent Square 4
- A Roll Sideways 2
- A Drop-to-Ready 1
- A Drop-to-Prone 0
- A Dive to Prone 2
- A Dive Roll 4
- Flying Tackle min. 4

Terrain Modifiers

- Clear, Road or Path 1x AP
- Hills, Light Vegetation 2x AP
- Swampy, Rocky, Hvy Veg 3x AP
- Cliffs, Rough Terrain 2x - 4x AP

To-Hit Modifiers

Target Modifiers	Dice Mod
Range	
Point-Blank	-15
Short	0
Medium	+15
Long	+30
Extreme	+45
Size	
Very Small	+30
Small	+15
Man-size	0
Large	-15
Specific Location	+15
Position	
Standing	0
Crouched	+5
Prone	-10
Concealment	
≤ 1/3	0
1/3 - 2/3	+10
2/3 ≥	+30 or more
Movement	
Stationary	-15
Moving	0
Running	+5
Attacker Modifiers	
Aiming	
Aimed Shot	-25
Snapshot	0
Quick-Draw/Shoot	+25
Wrong-Hand	+20
Simultaneous Attacks	+10 each
Movement	
Stationary	0
Moving	+5
Running	+15
Evading	+30
Vulcan Nerve Pinch	
Target is:	Die Mod
Totally Unawares	-30
Surprised or Distracted	-20
Alert and Aware	+20
Aware of the Technique	+40

FEDERATION DATABANK

STARFLEET INFONET PUBLIC PERSONNEL RECORDS

NAME		AGE	STR	Top Skills	
SPECIES	P.O.B.	SEX	END	1.	
		HT	INT	2.	
BRANCH		WT	DEX	3.	
		HAIR	CHA	4.	
RANK		EYES	COOL	5.	
				...	
CURRENT ASSIGNMENT		D.O.B.	LUC	Dept Head	Y/N
			PSI	Cmd School	Y/N
				Contact Team Certified?	Y/N

230101.01



Service Record

<p>Honors</p>	
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<p>Assignments _____ Years Served</p> <p>Cadet</p> <p>Term 1</p> <p>Term 2</p> <p>Term 3</p> <p>Term 4</p> <p>Term 5</p> <p>Term 6</p> <p>Term 7</p> <p>Term 8</p> <p>Term 9</p> <p>Term 10</p>
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Family

Homeworld:

Family

Parents:

Childhood:

Siblings

Areas of Improvement

SkillsAttribute

1

2

3

Awards and Honors

Cadet

Term	1
	2
	3
	4
	5
	6
	7
	8
	9
	10

Lifepath

Academy

Cadet

Term	1
	2
	3
	4
	5
	6
	7
	8
	9
	10

History and Notes

Dreams and Direction

FEDERATION CITIZENRY RECORD

CURRICULA VITAE	LOCAL	CONTINENTAL	GLOBAL	INTRA-SOLAR	NEAR WORLD	DISTANT WORLD	SPACE STATION	ACADEMIA	Term Length	Efficiency	Awards, Honorifics and Notes
1st											
2nd											
3rd											
4th											
5th											
6th											
7th											
8th											
9th											
10th											
11th											
12th											
13th											
14th											
15th											

NAME	AGE
SPECIES	SEX
P.O.B.	HT
CAREER	WT
POSITION	HAIR
ASSIGNMENT	EYES
	D.O.B.
CREDITS	

NAME

23070101

STR	END	INT	DEX	CHA	COOL	LUC	PSI
FOOLIES (CHA+COOL)/2 round down		PERCEPTION (INT+LUC)/2 round down		FOCUS (INT+COOL)/2 round down		PERSEVERANCE (END+LUC)/2 round down	

Administration	Demolitions	Medicine	ST Sensors
Anthrop	Disguise	ST Services	
Appraisal	Ecology	Meteorology	ST Weapon Ops
Archaeo	Electronics	Negot/Diplomacy	ST Weapons Tech
Art	Enviosuit Ops	Oceanography	Stealth/Hide
	Federation History	Pers Wpn Tech	Streetwise
	Federation Law	Philosophy	Survival
	Forgery		
Astron/Atrophys	Gaming	Physics	Track/Evade
Biology	Gambling	Psych	Trade & Commerce
Botany	Geology		Transporter Ops
Bribery	Hvy Wpns Op/Tech	Scrounge	Transporter Tech
Burglary	History	Seduction	Trivia
Carousing		Shuttle Pilot	
Chemistry	Holotechnology	Shuttle Sys Tech	Variable-G Ops
Combat	Instruction	Sm Equip Tech	Vehicle Op
Archaic	Interrogation	Sm Unit Tactics	
Armed	Intimidate	Sports	Warp Drive Tech
H-T-H	Lang		Zoology
Modern		ST Cbt Tac/Str	
Computer Op	Law	ST Comm Proc	
Computer Tech		ST Comm Tech	
Culture	Leadership	ST Engineering	
	Life Support Tech	ST Helm	
Dmg Ctrl Proc	Materials Science	ST Navigation	
Def Shield Tech	Mechanics	ST Security	

ACTION POINTS	1	UNCONSCIOUS SAVES	NATURAL	WOUND FATIGUE STUN	LUC Pool	PSI Vector	((INT+CHA+PSI)/3) rd		
	2		CURRENT	ATTRIBUTE FATIGUE EFFECTS		PSI Pool NATURAL			
	3		SAVE (END/2 rd)						
	4		SAVE (END/4 rd)		TO HIT TABLE ((SKILL + DEX)/2 = TOHIT DMG) Modern..... H-T-H.....				
	5		UNC (END/10 rd)					BARE HAND DAMAGE... SKILL BONUS.....+ TOTAL.....= WEAPON DAMAGE STR BONUS.....+ SKILL BONUS.....+ TOTAL.....=	
	6								
7	Action Point Table A Opportunity Action <i>Position Change</i> A Turn in Place 1 Stand-to-Sit or reverse 1 A Stand-to-Kneel or reverse 1 A Kneel-to-Prone or reverse 1 <i>Movement</i> Walk 1sq orthogonal 1 diagonal 1.5 Evade 1sq orthogonal 2 diagonal 3 Crawl 1sq orthogonal 2 diagonal 3 Run for full Turn 1/2 all AP Climb Stairs or Ladder 2x AP Climb Rope 3x AP Swim 2x AP <i>Equipment and Weapon Use</i> A Short Communication 1 Draw and Ready Device 2 A Operate Familiar Device 2 Draw and Ready Weapon 2 Aim Weapon 2 A Quick-Draw and Fire 3 A Fire Ready Weapon 1 A Throw Ready Weapon 1 Adjust Weapon Settings 2 Reload Weapon 2 <i>Combat and Emergency Evasion</i> A Attack min. 3 A Parry/Defend min. 2 A Dodge min. 3 A Duck Thrown Weapon 2 A Hide in Same Square 1 A Hide in Adjacent Square 4 A Roll Sideways 2 A Drop-to-Ready 1 A Drop-to-Prone 0 A Dive to Prone 2 A Dive Roll 4 Flying Tackle min. 4 <i>Terrain Modifiers</i> Clear, Road or Path 1x AP Hills, Light Vegetation 2x AP Swampy, Rocky, Hvy Veg 3x AP Cliffs, Rough Terrain 2x - 4x AP								
8									
9									
10									
11									
12									
13									
14									
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16									

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FEDERATION DATABANK

STARFLEET INFONET PUBLIC PERSONNEL RECORDS

NAME		AGE	STR	Top Skills	
SPECIES	P.O.B.	SEX	END	1.	
		HT	INT	2.	
BRANCH		WT	DEX	3.	
		HAIR	CHA	4.	
RANK		EYES	COOL	5.	
				...	
CURRENT ASSIGNMENT		D.O.B.	LUC	Dept Head	Y/N
			PSI	Cmd School	Y/N
				Contact Team Certified?	Y/N

230101.01



Service Record

<p>Honors</p>	
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<p>Assignments _____ Years Served</p> <p>Cadet</p> <p>Term 1</p> <p>Term 2</p> <p>Term 3</p> <p>Term 4</p> <p>Term 5</p> <p>Term 6</p> <p>Term 7</p> <p>Term 8</p> <p>Term 9</p> <p>Term 10</p>
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Family

Homeworld:

Family

Parents:

Childhood:

Siblings

Areas of Improvement	
<u>Skills</u>	<u>Attribute</u>

- 1
- 2
- 3

Awards and Honors
Cadet

Term	1
	2
	3
	4
	5
	6
	7
	8
	9
	10

Lifepath
Academy
Cadet

Term	1
	2
	3
	4
	5
	6
	7
	8
	9
	10

History and Notes

Dreams and Direction

FEDERATION CITIZENRY RECORD

CURRICULA VITAE	LOCAL	CONTINENTAL	GLOBAL	INTRA-SOLAR	NEAR WORLD	DISTANT WORLD	SPACE STATION	ACADEMIA	Term Length	Efficiency	Awards, Honorifics and Notes
1st											
2nd											
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6th											
7th											
8th											
9th											
10th											
11th											
12th											
13th											
14th											
15th											

NAME _____ AGE _____
 SEX _____
 SPECIES _____ P.O.B. _____ HT _____
 WT _____
 CAREER _____ HAIR _____
 POSITION _____ EYES _____
 ASSIGNMENT _____ D.O.B. _____

CREDITS

Family Notes and Such

STR	END	INT	DEX	CHA	COOL	LUC	PSI
FOOLIES (CHA+COOL)/2 round down		PERCEPTION (INT+LUC)/2 round down		FOCUS (INT+COOL)/2 round down		PERSEVERENCE (END+LUC)/2 round down	

Administration	Demolitions	Medicine	ST Sensors
Anthrop	Disguise	ST Services	
Appraisal	Ecology	Meteorology	ST Weapon Ops
Archaeo	Electronics	Negot/Diplomacy	ST Weapons Tech
Art	Enviosuit Ops	Oceanography	Stealth/Hide
	Federation History	Pers Wpn Tech	Streetwise
	Federation Law	Philosophy	Survival
	Forgery		
Astron/Atrophys	Gaming	Physics	Track/Evade
Biology	Gambling	Psych	Trade & Commerce
Botany	Geology		Transporter Ops
Bribery	Hvy Wpns Op/Tech	Scrounge	Transporter Tech
Burglary	History	Seduction	Trivia
Carousing		Shuttle Pilot	
Chemistry	Holotechnology	Shuttle Sys Tech	Variable-G Ops
Combat	Instruction	Sm Equip Tech	Vehicle Op
Archaic	Interrogation	Sm Unit Tactics	
Armed	Intimidate	Sports	Warp Drive Tech
H-T-H	Lang		Zoology
Modern		ST Cbt Tac/Str	
Computer Op	Law	ST Comm Proc	
Computer Tech		ST Comm Tech	
Culture	Leadership	ST Engineering	
	Life Support Tech	ST Helm	
Dmg Ctrl Proc	Materials Science	ST Navigation	
Def Shield Tech	Mechanics	ST Security	

NAME

23070101

ACTION POINTS	1	NATURAL	WOUND FATIGUE STUN	LUC Pool	PSI Vector	((INT+CHA+PSI)/3) rd																																																																																						
	2	CURRENT	ATTRIBUTE FATIGUE EFFECTS		PSI Pool NATURAL																																																																																							
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9	9	To-Hit Modifiers <table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th>Target Modifiers</th> <th>Dice Mod</th> </tr> </thead> <tbody> <tr><td>Range</td><td></td></tr> <tr><td>Point-Blank</td><td>-15</td></tr> <tr><td>Short</td><td>0</td></tr> <tr><td>Medium</td><td>+15</td></tr> <tr><td>Long</td><td>+30</td></tr> <tr><td>Extreme</td><td>+45</td></tr> <tr><td>Size</td><td></td></tr> <tr><td>Very Small</td><td>+30</td></tr> <tr><td>Small</td><td>+15</td></tr> <tr><td>Man-size</td><td>0</td></tr> <tr><td>Large</td><td>-15</td></tr> <tr><td>Specific Location</td><td>+15</td></tr> <tr><td>Position</td><td></td></tr> <tr><td>Standing</td><td>0</td></tr> <tr><td>Crouched</td><td>+5</td></tr> <tr><td>Prone</td><td>-10</td></tr> <tr><td>Concealment</td><td></td></tr> <tr><td>≤ 1/3</td><td>0</td></tr> <tr><td>1/3 - 2/3</td><td>+10</td></tr> <tr><td>2/3 ≥</td><td>+30 or more</td></tr> <tr><td>Movement</td><td></td></tr> <tr><td>Stationary</td><td>-15</td></tr> <tr><td>Moving</td><td>0</td></tr> <tr><td>Running</td><td>+5</td></tr> <tr><td>Attacker Modifiers</td><td></td></tr> <tr><td>Aiming</td><td></td></tr> <tr><td>Aimed Shot</td><td>-25</td></tr> <tr><td>Snapshot</td><td>0</td></tr> <tr><td>Quick-Draw/Shoot</td><td>+25</td></tr> <tr><td>Wrong-Hand</td><td>+20</td></tr> <tr><td>Simultaneous Attacks</td><td>+10 each</td></tr> <tr><td>Movement</td><td></td></tr> <tr><td>Stationary</td><td>0</td></tr> <tr><td>Moving</td><td>+5</td></tr> <tr><td>Running</td><td>+15</td></tr> <tr><td>Evading</td><td>+30</td></tr> <tr><td>Vulcan Nerve Pinch</td><td></td></tr> <tr><td>Target is:</td><td>Die Mod</td></tr> <tr><td>Totally Unawares</td><td>-30</td></tr> <tr><td>Surprised or Distracted</td><td>-20</td></tr> <tr><td>Alert and Aware</td><td>+20</td></tr> <tr><td>Aware of the Technique</td><td>+40</td></tr> </tbody> </table>				Target Modifiers	Dice Mod	Range		Point-Blank	-15	Short	0	Medium	+15	Long	+30	Extreme	+45	Size		Very Small	+30	Small	+15	Man-size	0	Large	-15	Specific Location	+15	Position		Standing	0	Crouched	+5	Prone	-10	Concealment		≤ 1/3	0	1/3 - 2/3	+10	2/3 ≥	+30 or more	Movement		Stationary	-15	Moving	0	Running	+5	Attacker Modifiers		Aiming		Aimed Shot	-25	Snapshot	0	Quick-Draw/Shoot	+25	Wrong-Hand	+20	Simultaneous Attacks	+10 each	Movement		Stationary	0	Moving	+5	Running	+15	Evading	+30	Vulcan Nerve Pinch		Target is:	Die Mod	Totally Unawares	-30	Surprised or Distracted	-20	Alert and Aware	+20	Aware of the Technique	+40	
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Prone	-10																																																																																											
Concealment																																																																																												
≤ 1/3	0																																																																																											
1/3 - 2/3	+10																																																																																											
2/3 ≥	+30 or more																																																																																											
Movement																																																																																												
Stationary	-15																																																																																											
Moving	0																																																																																											
Running	+5																																																																																											
Attacker Modifiers																																																																																												
Aiming																																																																																												
Aimed Shot	-25																																																																																											
Snapshot	0																																																																																											
Quick-Draw/Shoot	+25																																																																																											
Wrong-Hand	+20																																																																																											
Simultaneous Attacks	+10 each																																																																																											
Movement																																																																																												
Stationary	0																																																																																											
Moving	+5																																																																																											
Running	+15																																																																																											
Evading	+30																																																																																											
Vulcan Nerve Pinch																																																																																												
Target is:	Die Mod																																																																																											
Totally Unawares	-30																																																																																											
Surprised or Distracted	-20																																																																																											
Alert and Aware	+20																																																																																											
Aware of the Technique	+40																																																																																											
10	10																																																																																											
11	11																																																																																											
12	12																																																																																											
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14	14																																																																																											
15	15																																																																																											
16	16																																																																																											

FEDERATION DATABANK

STARFLEET INFONET PUBLIC PERSONNEL RECORDS

NAME		AGE	STR	Top Skills	
SPECIES	P.O.B.	SEX	END	1.	
		HT	INT	2.	
BRANCH		WT	DEX	3.	
		HAIR	CHA	4.	
RANK		EYES	COOL	5.	
				...	
CURRENT ASSIGNMENT		D.O.B.	LUC	Dept Head	Y/N
			PSI	Cmd School	Y/N
				Contact Team Certified?	Y/N

230101.01



Service Record

<p>Honors</p>	
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<p>Assignments _____ Years Served</p> <p>Cadet</p> <p>Term 1</p> <p>Term 2</p> <p>Term 3</p> <p>Term 4</p> <p>Term 5</p> <p>Term 6</p> <p>Term 7</p> <p>Term 8</p> <p>Term 9</p> <p>Term 10</p>
--

Family

Homeworld:

Family

Parents:

Childhood:

Siblings

Areas of Improvement

SkillsAttribute

1

2

3

Awards and Honors

Cadet

Term	1
	2
	3
	4
	5
	6
	7
	8
	9
	10

Lifepath

Academy

Cadet

Term	1
	2
	3
	4
	5
	6
	7
	8
	9
	10

FEDERATION CITIZENRY RECORD

CURRICULA VITAE	LOCAL	CONTINENTAL	GLOBAL	INTRA-SOLAR	NEAR WORLD	DISTANT WORLD	SPACE STATION	ACADEMIA	Term Length	Efficiency	Awards, Honorifics and Notes
1st											
2nd											
3rd											
4th											
5th											
6th											
7th											
8th											
9th											
10th											
11th											
12th											
13th											
14th											
15th											

NAME _____ AGE _____
 SEX _____
 SPECIES _____ P.O.B. _____ HT _____
 WT _____
 CAREER _____ HAIR _____
 POSITION _____ EYES _____
 ASSIGNMENT _____ D.O.B. _____

CREDITS

Family Notes and Such

STR	END	INT	DEX	CHA	COOL	LUC	PSI
FOOLIES (CHA+COOL)/2 round down		PERCEPTION (INT+LUC)/2 round down		FOCUS (INT+COOL)/2 round down		PERSEVERANCE (END+LUC)/2 round down	

Administration	Demolitions	Medicine	ST Sensors
Anthrop	Disguise	ST Services	
Appraisal	Ecology	Meteorology	ST Weapon Ops
Archaeo	Electronics	Negot/Diplomacy	ST Weapons Tech
Art	Enviosuit Ops	Oceanography	Stealth/Hide
	Federation History	Pers Wpn Tech	Streetwise
	Federation Law	Philosophy	Survival
	Forgery		
Astron/Atrophys	Gaming	Physics	Track/Evade
Biology	Gambling	Psych	Trade & Commerce
Botany	Geology		Transporter Ops
Bribery	Hvy Wpns Op/Tech	Scrounge	Transporter Tech
Burglary	History	Seduction	Trivia
Carousing		Shuttle Pilot	
Chemistry	Holotechnology	Shuttle Sys Tech	Variable-G Ops
Combat	Instruction	Sm Equip Tech	Vehicle Op
Archaic	Interrogation	Sm Unit Tactics	
Armed	Intimidate	Sports	Warp Drive Tech
H-T-H	Lang		Zoology
Modern		ST Cbt Tac/Str	
Computer Op	Law	ST Comm Proc	
Computer Tech		ST Comm Tech	
Culture	Leadership	ST Engineering	
	Life Support Tech	ST Helm	
Dmg Ctrl Proc	Materials Science	ST Navigation	
Def Shield Tech	Mechanics	ST Security	

NAME

23070101

ACTION POINTS	UNCONSCIOUS SAVES	NATURAL	WOUND FATIGUE STUN	LUC Pool <small>NATURAL</small>	PSI Vector	((INT+CHA+PSI)/3) rd
		CURRENT	ATTRIBUTE FATIGUE EFFECTS		PSI Pool <small>NATURAL</small>	
		SAVE (END/2 rd)				
		SAVE (END/4 rd)		TO HIT TABLE (SKILL + DEX)/2=TOHIT DMG		
		UNC (END/10 rd)				
			BARE HAND DAMAGE..... SKILL BONUS.....+ TOTAL.....=	Modern..... H-T-H.....		
	WEAPON DAMAGE STR BONUS.....+ SKILL BONUS.....+ TOTAL.....=	PER SETTING				

Action Point Table A Opportunity Action

Position Change

- A Turn in Place 1
- Stand-to-Sit or reverse 1
- A Stand-to-Kneel or reverse 1
- A Kneel-to-Prone or reverse 1

Movement

- Walk 1sq orthogonal 1
- diagonal 1.5
- Evade 1sq orthogonal 2
- diagonal 3
- Crawl 1sq orthogonal 2
- diagonal 3
- Run for full Turn 1/2 all AP
- Climb Stairs or Ladder 2x AP
- Climb Rope 3x AP
- Swim 2x AP

Equipment and Weapon Use

- A Short Communication 1
- Draw and Ready Device 2
- A Operate Familiar Device 2
- Draw and Ready Weapon 2
- Aim Weapon 2
- A Quick-Draw and Fire 3
- A Fire Ready Weapon 1
- A Throw Ready Weapon 1
- Adjust Weapon Settings 2
- Reload Weapon 2

Combat and Emergency Evasion

- A Attack min. 3
- A Parry/Defend min. 2
- A Dodge min. 3
- A Duck Thrown Weapon 2
- A Hide in Same Square 1
- A Hide in Adjacent Square 4
- A Roll Sideways 2
- A Drop-to-Ready 1
- A Drop-to-Prone 0
- A Dive to Prone 2
- A Dive Roll 4
- Flying Tackle min. 4

Terrain Modifiers

- Clear, Road or Path 1x AP
- Hills, Light Vegetation 2x AP
- Swampy, Rocky, Hvy Veg 3x AP
- Cliffs, Rough Terrain 2x - 4x AP

To-Hit Modifiers

Target Modifiers	Dice Mod
Range	
Point-Blank	-15
Short	0
Medium	+15
Long	+30
Extreme	+45
Size	
Very Small	+30
Small	+15
Man-size	0
Large	-15
Specific Location	+15
Position	
Standing	0
Crouched	+5
Prone	-10
Concealment	
≤ 1/3	0
1/3 - 2/3	+10
2/3 ≥	+30 or more
Movement	
Stationary	-15
Moving	0
Running	+5
Attacker Modifiers	
Aiming	
Aimed Shot	-25
Snapshot	0
Quick-Draw/Shoot	+25
Wrong-Hand	+20
Simultaneous Attacks	+10 each
Movement	
Stationary	0
Moving	+5
Running	+15
Evading	+30
Vulcan Nerve Pinch	
Target is:	Die Mod
Totally Unawares	-30
Surprised or Distracted	-20
Alert and Aware	+20
Aware of the Technique	+40

23010101

FEDERATION DATABANK

STARFLEET INFONET PUBLIC PERSONNEL RECORDS

NAME		AGE	STR	Top Skills	
SPECIES	P.O.B.	SEX	END	1.	
		HT	INT	2.	
BRANCH		WT	DEX	3.	
		HAIR	CHA	4.	
RANK		EYES	COOL	5.	
				...	
CURRENT ASSIGNMENT		D.O.B.	LUC	Dept Head	Y/N
			PSI	Cmd School	Y/N
				Contact Team Certified?	Y/N

230101.01



Service Record

<p>Honors</p>	
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<p>Assignments _____ Years Served</p> <p>Cadet</p> <p>Term 1</p> <p>Term 2</p> <p>Term 3</p> <p>Term 4</p> <p>Term 5</p> <p>Term 6</p> <p>Term 7</p> <p>Term 8</p> <p>Term 9</p> <p>Term 10</p>
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Family

Homeworld:

Family

Parents:

Childhood:

Siblings

Areas of Improvement

SkillsAttribute

1

2

3

Awards and Honors

Cadet

Term	1
	2
	3
	4
	5
	6
	7
	8
	9
	10

Lifepath

Academy

Cadet

Term	1
	2
	3
	4
	5
	6
	7
	8
	9
	10

FEDERATION CITIZENRY RECORD

CURRICULA VITAE	LOCAL	CONTINENTAL	GLOBAL	INTRA-SOLAR	NEAR WORLD	DISTANT WORLD	SPACE STATION	ACADEMIA	Term Length	Efficiency	Awards, Honorifics and Notes
1st											
2nd											
3rd											
4th											
5th											
6th											
7th											
8th											
9th											
10th											
11th											
12th											
13th											
14th											
15th											

NAME	AGE
SPECIES	SEX
P.O.B.	HT
CAREER	WT
POSITION	HAIR
ASSIGNMENT	EYES
	D.O.B.
CREDITS	

NAME

23070101

STR	END	INT	DEX	CHA	COOL	LUC	PSI
FOOLIES (CHA+COOL)/2 round down		PERCEPTION (INT+LUC)/2 round down		FOCUS (INT+COOL)/2 round down		PERSEVERANCE (END+LUC)/2 round down	

Administration	Demolitions	Medicine	ST Sensors
Anthrop	Disguise	ST Services	
Appraisal	Ecology	Meteorology	ST Weapon Ops
Archaeo	Electronics	Negot/Diplomacy	ST Weapons Tech
Art	Enviosuit Ops	Oceanography	Stealth/Hide
	Federation History	Pers Wpn Tech	Streetwise
	Federation Law	Philosophy	Survival
	Forgery		
Astron/Atrophys	Gaming	Physics	Track/Evade
Biology	Gambling	Psych	Trade & Commerce
Botany	Geology		Transporter Ops
Bribery	Hvy Wpns Op/Tech	Scrounge	Transporter Tech
Burglary	History	Seduction	Trivia
Carousing		Shuttle Pilot	
Chemistry	Holotechnology	Shuttle Sys Tech	Variable-G Ops
Combat	Instruction	Sm Equip Tech	Vehicle Op
Archaic	Interrogation	Sm Unit Tactics	
Armed	Intimidate	Sports	Warp Drive Tech
H-T-H	Lang		Zoology
Modern		ST Cbt Tac/Str	
Computer Op	Law	ST Comm Proc	
Computer Tech		ST Comm Tech	
Culture	Leadership	ST Engineering	
	Life Support Tech	ST Helm	
Dmg Ctrl Proc	Materials Science	ST Navigation	
Def Shield Tech	Mechanics	ST Security	

ACTION POINTS	1	UNCONSCIOUS SAVES	NATURAL	WOUND FATIGUE STUN	LUC Pool	PSI Vector	((INT+CHA+PSI)/3) rd		
	2		CURRENT	ATTRIBUTE FATIGUE EFFECTS		PSI Pool NATURAL			
	3		SAVE (END/2 rd)						
	4		SAVE (END/4 rd)		BARE HAND DAMAGE.....			TO HIT TABLE	
	5		UNC (END/10 rd)		WEAPON DAMAGE			(SKILL + DEX)/2=TOHIT DMG	
	6				STR BONUS.....+			Modern.....PER SETTING	
7			SKILL BONUS.....+		H-T-H.....				
8			TOTAL.....=						
9									
10									
11									
12									
13									
14									
15									
16									

Action Point Table

Position Change

- ▲ Turn in Place 1
- ▲ Stand-to-Sit or reverse 1
- ▲ Stand-to-Kneel or reverse 1
- ▲ Kneel-to-Prone or reverse 1

Movement

- Walk 1sq orthogonal 1
- diagonal 1.5
- Evade 1sq orthogonal 2
- diagonal 3
- Crawl 1sq orthogonal 2
- diagonal 3
- Run for full Turn 1/2 all AP
- Climb Stairs or Ladder 2x AP
- Climb Rope 3x AP
- Swim 2x AP

Equipment and Weapon Use

- ▲ Short Communication 1
- Draw and Ready Device 2
- ▲ Operate Familiar Device 2
- Draw and Ready Weapon 2
- Aim Weapon 2
- ▲ Quick-Draw and Fire 3
- Fire Ready Weapon 1
- ▲ Throw Ready Weapon 1
- Adjust Weapon Settings 2
- Reload Weapon 2

Combat and Emergency Evasion

- ▲ Attack min. 3
- ▲ Parry/Defend min. 2
- ▲ Dodge min. 3
- ▲ Duck Thrown Weapon 2
- ▲ Hide in Same Square 1
- ▲ Hide in Adjacent Square 4
- ▲ Roll Sideways 2
- ▲ Drop-to-Ready 1
- Drop-to-Prone 0
- ▲ Dive to Prone 2
- ▲ Dive Roll 4
- Flying Tackle min. 4

Terrain Modifiers

- Clear, Road or Path 1x AP
- Hills, Light Vegetation 2x AP
- Swampy, Rocky, Hvy Veg 3x AP
- Cliffs, Rough Terrain 2x - 4x AP

To-Hit Modifiers

Target Modifiers	Dice Mod
Range	
Point-Blank	-15
Short	0
Medium	+15
Long	+30
Extreme	+45
Size	
Very Small	+30
Small	+15
Man-size	0
Large	-15
Specific Location	+15
Position	
Standing	0
Crouched	+5
Prone	-10
Concealment	
≤ 1/3	0
1/3 - 2/3	+10
2/3 ≥	+30 or more
Movement	
Stationary	-15
Moving	0
Running	+5
Attacker Modifiers	
Aiming	
Aimed Shot	-25
Snapshot	0
Quick-Draw/Shoot	+25
Wrong-Hand	+20
Simultaneous Attacks	+10 each
Movement	
Stationary	0
Moving	+5
Running	+15
Evading	+30
Vulcan Nerve Pinch	
Target is:	Die Mod
Totally Unawares	-30
Surprised or Distracted	-20
Alert and Aware	+20
Aware of the Technique	+40

FEDERATION DATABANK

STARFLEET INFONET PUBLIC PERSONNEL RECORDS

NAME		AGE	STR	Top Skills	
SPECIES	P.O.B.	SEX	END	1.	
		HT	INT	2.	
BRANCH		WT	DEX	3.	
		HAIR	CHA	4.	
RANK		EYES	COOL	5.	
				...	
CURRENT ASSIGNMENT		D.O.B.	LUC	Dept Head	Y/N
			PSI	Cmd School	Y/N
				Contact Team Certified?	Y/N

230101.01



Service Record

<p>Honors</p>	
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<p>Assignments _____ Years Served</p> <p>Cadet</p> <p>Term 1</p> <p>Term 2</p> <p>Term 3</p> <p>Term 4</p> <p>Term 5</p> <p>Term 6</p> <p>Term 7</p> <p>Term 8</p> <p>Term 9</p> <p>Term 10</p>
--

Family

Homeworld:

Family

Parents:

Childhood:

Siblings

Areas of Improvement	
<u>Skills</u>	<u>Attribute</u>

- 1
- 2
- 3

Awards and Honors
Cadet

Term	1
	2
	3
	4
	5
	6
	7
	8
	9
	10

Lifepath
Academy
Cadet

Term	1
	2
	3
	4
	5
	6
	7
	8
	9
	10

History and Notes

Dreams and Direction

FEDERATION CITIZENRY RECORD

NAME

CURRICULA VITAE	LOCAL	CONTINENTAL	GLOBAL	INTRA-SOLAR	NEAR WORLD	DISTANT WORLD	SPACE STATION	ACADEMIA	Term Length	Efficiency	Awards, Honorifics and Notes	Family Notes and Such
1st												
2nd												
3rd												
4th												
5th												
6th												
7th												
8th												
9th												
10th												
11th												
12th												
13th												
14th												
15th												

STR	END	INT	DEX	CHA	COOL	LUC	PSI
FOOLIES (CHA+COOL)/2 round down		PERCEPTION (INT+LUC)/2 round down		FOCUS (INT+COOL)/2 round down		PERSEVERANCE (END+LUC)/2 round down	

Administration	Demolitions	Medicine	ST Sensors
Anthrop	Disguise	_____	ST Services
_____	Ecology	Meteorology	ST Weapon Ops
Appraisal	Electronics	Negot/Diplomacy	ST Weapons Tech
Archaeo	Enviosuit Ops	Oceanography	Stealth/Hide
_____	Federation History	Pers Wpn Tech	Streetwise
Art	Federation Law	Philosophy	Survival
_____	Forgery	_____	_____
Astron/Atrophys	Gaming	Physics	Track/Evade
Biology	Gambling	Psych	Trade & Commerce
Botany	Geology	_____	Transporter Ops
Bribery	Hvy Wpns Op/Tech	Scrounge	Transporter Tech
Burglary	History	Seduction	Trivia
Carousing	_____	Shuttle Pilot	_____
Chemistry	Holotechnology	Shuttle Sys Tech	Variable-G Ops
Combat	Instruction	Sm Equip Tech	Vehicle Op
Archaic	Interrogation	Sm Unit Tactics	_____
Armed	Intimidate	Sports	Warp Drive Tech
H-T-H	Lang	_____	Zoology
Modern	_____	ST Cbt Tac/Str	_____
Computer Op	Law	ST Comm Proc	_____
Computer Tech	_____	ST Comm Tech	_____
Culture	Leadership	ST Engineering	_____
_____	Life Support Tech	ST Helm	_____
Dmg Ctrl Proc	Materials Science	ST Navigation	_____
Def Shield Tech	Mechanics	ST Security	_____

23070101

ACTION POINTS	1	UNCONSCIOUS SAVES	NATURAL	WOUND FATIGUE STUN	LUC Pool	PSI Vector	((INT+CHA+PSI)/3) rd		
	2		CURRENT	ATTRIBUTE FATIGUE EFFECTS		PSI Pool NATURAL			
	3		SAVE (END/2 rd)						
	4		SAVE (END/4 rd)		TO HIT TABLE ((SKILL + DEX)/2 = TOHIT DMG) Modern..... H-T-H.....				
	5		UNC (END/10 rd)						
	6		BARE HAND DAMAGE... SKILL BONUS.....+ TOTAL.....=						
7	WEAPON DAMAGE STR BONUS.....+ SKILL BONUS.....+ TOTAL.....=								
8									
9									
10									
11									
12									
13									
14									
15									
16									

Action Point Table A Opportunity Action

Position Change

- A Turn in Place 1
- Stand-to-Sit or reverse 1
- A Stand-to-Kneel or reverse 1
- A Kneel-to-Prone or reverse 1

Movement

- Walk 1sq orthogonal 1
- diagonal 1.5
- Evade 1sq orthogonal 2
- diagonal 3
- Crawl 1sq orthogonal 2
- diagonal 3
- Run for full Turn 1/2 all AP
- Climb Stairs or Ladder 2x AP
- Climb Rope 3x AP
- Swim 2x AP

Equipment and Weapon Use

- A Short Communication 1
- Draw and Ready Device 2
- A Operate Familiar Device 2
- Draw and Ready Weapon 2
- Aim Weapon 2
- A Quick-Draw and Fire 3
- A Fire Ready Weapon 1
- A Throw Ready Weapon 1
- Adjust Weapon Settings 2
- Reload Weapon 2

Combat and Emergency Evasion

- A Attack min. 3
- A Parry/Defend min. 2
- A Dodge min. 3
- A Duck Thrown Weapon 2
- A Hide in Same Square 1
- A Hide in Adjacent Square 4
- A Roll Sideways 2
- A Drop-to-Ready 1
- A Drop-to-Prone 0
- A Dive to Prone 2
- A Dive Roll 4
- Flying Tackle min. 4

Terrain Modifiers

- Clear, Road or Path 1x AP
- Hills, Light Vegetation 2x AP
- Swampy, Rocky, Hwy Veg 3x AP
- Cliffs, Rough Terrain 2x - 4x AP

To-Hit Modifiers

Target Modifiers	Dice Mod
<i>Range</i>	
Point-Blank	-15
Short	0
Medium	+15
Long	+30
Extreme	+45
<i>Size</i>	
Very Small	+30
Small	+15
Man-size	0
Large	-15
Specific Location	+15
<i>Position</i>	
Standing	0
Crouched	+5
Prone	-10
<i>Concealment</i>	
≤ 1/3	0
1/3 - 2/3	+10
2/3 ≥	+30 or more
<i>Movement</i>	
Stationary	-15
Moving	0
Running	+5
Attacker Modifiers	
<i>Aiming</i>	
Aimed Shot	-25
Snapshot	0
Quick-Draw/Shoot	+25
Wrong-Hand	+20
Simultaneous Attacks	+10 each
<i>Movement</i>	
Stationary	0
Moving	+5
Running	+15
Evading	+30
Vulcan Nerve Pinch	
Target is:	Die Mod
Totally Unawares	-30
Surprised or Distracted	-20
Alert and Aware	+20
Aware of the Technique	+40

FEDERATION DATABANK

STARFLEET INFONET PUBLIC PERSONNEL RECORDS

NAME		AGE	STR	Top Skills	
SPECIES	P.O.B.	SEX	END	1.	
		HT	INT	2.	
BRANCH		WT	DEX	3.	
		HAIR	CHA	4.	
RANK		EYES	COOL	5.	
		D.O.B.	LUC	...	
CURRENT ASSIGNMENT			PSI	Dept Head Y/N	Cmd School Y/N
				Contact Team Certified?	Y/N

230101.01



Service Record

<p>Honors</p>	
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<p>Assignments _____ Years Served</p> <p>Cadet</p> <p>Term 1</p> <p>Term 2</p> <p>Term 3</p> <p>Term 4</p> <p>Term 5</p> <p>Term 6</p> <p>Term 7</p> <p>Term 8</p> <p>Term 9</p> <p>Term 10</p>
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Family

Homeworld:

Family

Parents:

Childhood:

Siblings

Areas of Improvement	
<u>Skills</u>	<u>Attribute</u>

- 1
- 2
- 3

Awards and Honors
Cadet

- | | |
|------|----|
| Term | 1 |
| | 2 |
| | 3 |
| | 4 |
| | 5 |
| | 6 |
| | 7 |
| | 8 |
| | 9 |
| | 10 |

Lifepath
Academy
Cadet

- | | |
|------|----|
| Term | 1 |
| | 2 |
| | 3 |
| | 4 |
| | 5 |
| | 6 |
| | 7 |
| | 8 |
| | 9 |
| | 10 |

History and Notes

Dreams and Direction

FEDERATION CITIZENRY RECORD

CURRICULA VITAE	LOCAL	CONTINENTAL	GLOBAL	INTRA-SOLAR	NEAR WORLD	DISTANT WORLD	SPACE STATION	ACADEMIA	Term Length	Efficiency	Awards, Honorifics and Notes
1st											
2nd											
3rd											
4th											
5th											
6th											
7th											
8th											
9th											
10th											
11th											
12th											
13th											
14th											
15th											

NAME
SPECIES
CAREER
POSITION
ASSIGNMENT

P.O.B.

AGE
SEX
HT
WT
HAIR
EYES
D.O.B.

CREDITS

Family Notes and Such

STR	END	INT	DEX	CHA	COOL	LUC	PSI
FOOLIES (CHA+COOL)/2 round down		PERCEPTION (INT+LUC)/2 round down		FOCUS (INT+COOL)/2 round down		PERSEVERENCE (END+LUC)/2 round down	

Administration	Demolitions	Medicine	ST Sensors
Anthrop	Disguise	ST Services	
Appraisal	Ecology	Meteorology	ST Weapon Ops
Archaeo	Electronics	Negot/Diplomacy	ST Weapons Tech
Art	Enviosuit Ops	Oceanography	Stealth/Hide
	Federation History	Pers Wpn Tech	Streetwise
	Federation Law	Philosophy	Survival
	Forgery		
Astron/Atrophys	Gaming	Physics	Track/Evade
Biology	Gambling	Psych	Trade & Commerce
Botany	Geology		Transporter Ops
Bribery	Hvy Wpns Op/Tech	Scrounge	Transporter Tech
Burglary	History	Seduction	Trivia
Carousing		Shuttle Pilot	
Chemistry	Holotechnology	Shuttle Sys Tech	Variable-G Ops
Combat	Instruction	Sm Equip Tech	Vehicle Op
Archaic	Interrogation	Sm Unit Tactics	
Armed	Intimidate	Sports	Warp Drive Tech
H-T-H	Lang		Zoology
Modern		ST Cbt Tac/Str	
Computer Op	Law	ST Comm Proc	
Computer Tech		ST Comm Tech	
Culture	Leadership	ST Engineering	
	Life Support Tech	ST Helm	
Dmg Ctrl Proc	Materials Science	ST Navigation	
Def Shield Tech	Mechanics	ST Security	

NAME

23070101

ACTION POINTS	1	UNCONSCIOUS SAVES	NATURAL	WOUND FATIGUE STUN	LUC Pool	PSI Vector	((INT+CHA+PSI)/3) rd																																																																																						
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FEDERATION DATABANK

STARFLEET INFONET PUBLIC PERSONNEL RECORDS

NAME		AGE	STR	Top Skills	
SPECIES	P.O.B.	SEX	END	1.	
		HT	INT	2.	
BRANCH		WT	DEX	3.	
		HAIR	CHA	4.	
RANK		EYES	COOL	5.	
				...	
CURRENT ASSIGNMENT		D.O.B.	LUC	Dept Head	Y/N
			PSI	Cmd School	Y/N
				Contact Team Certified?	Y/N

230101.01



Service Record

<p>Honors</p>	
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<p>Assignments _____ Years Served</p> <p>Cadet</p> <p>Term 1</p> <p>Term 2</p> <p>Term 3</p> <p>Term 4</p> <p>Term 5</p> <p>Term 6</p> <p>Term 7</p> <p>Term 8</p> <p>Term 9</p> <p>Term 10</p>
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Family

Homeworld:

Family

Parents:

Childhood:

Siblings

Areas of Improvement

SkillsAttribute

- 1
- 2
- 3

Awards and Honors

Cadet

- Term
- 1
- 2
- 3
- 4
- 5
- 6
- 7
- 8
- 9
- 10

Lifepath

Academy

Cadet

- Term
- 1
- 2
- 3
- 4
- 5
- 6
- 7
- 8
- 9
- 10

History and Notes

Dreams and Direction

FEDERATION CITIZENRY RECORD

CURRICULA VITAE	LOCAL	CONTINENTAL	GLOBAL	INTRA-SOLAR	NEAR WORLD	DISTANT WORLD	SPACE STATION	ACADEMIA	Term Length	Efficiency	Awards, Honorifics and Notes
1st											
2nd											
3rd											
4th											
5th											
6th											
7th											
8th											
9th											
10th											
11th											
12th											
13th											
14th											
15th											

NAME	AGE
SPECIES	SEX
P.O.B.	HT
CAREER	WT
POSITION	HAIR
ASSIGNMENT	EYES
	D.O.B.
CREDITS	

NAME

23070101

STR	END	INT	DEX	CHA	COOL	LUC	PSI
FOOLIES (CHA+COOL)/2 round down		PERCEPTION (INT+LUC)/2 round down		FOCUS (INT+COOL)/2 round down		PERSEVERENCE (END+LUC)/2 round down	

Administration	Demolitions	Medicine	ST Sensors
Anthrop	Disguise	ST Services	
Appraisal	Ecology	Meteorology	ST Weapon Ops
Archaeo	Electronics	Negot/Diplomacy	ST Weapons Tech
Art	Enviosuit Ops	Oceanography	Stealth/Hide
	Federation History	Pers Wpn Tech	Streetwise
	Federation Law	Philosophy	Survival
	Forgery		
Astron/Atrophys	Gaming	Physics	Track/Evade
Biology	Gambling	Psych	Trade & Commerce
Botany	Geology		Transporter Ops
Bribery	Hvy Wpns Op/Tech	Scrounge	Transporter Tech
Burglary	History	Seduction	Trivia
Carousing		Shuttle Pilot	
Chemistry	Holotechnology	Shuttle Sys Tech	Variable-G Ops
Combat	Instruction	Sm Equip Tech	Vehicle Op
Archaic	Interrogation	Sm Unit Tactics	
Armed	Intimidate	Sports	Warp Drive Tech
H-T-H	Lang		Zoology
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2/3	+10	2/3 ≥	+30 or more	<i>Movement</i>		Stationary	-15	Moving	0	Running	+5	<i>Attacker Modifiers</i>		<i>Aiming</i>		Aimed Shot	-25	Snapshot	0	Quick-Draw/Shoot	+25	Wrong-Hand	+20	Simultaneous Attacks	+10 each	<i>Movement</i>		Stationary	0	Moving	+5	Running	+15	Evading	+30	<i>Vulcan Nerve Pinch</i>		Target is:		Totally Unawares	-30	Surprised or Distracted	-20	Alert and Aware	+20	Aware of the Technique	+40
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diagonal	1.5																																																																																																																																																																																																		
Evade 1sq orthogonal	2																																																																																																																																																																																																		
diagonal	3																																																																																																																																																																																																		
Crawl 1sq orthogonal	2																																																																																																																																																																																																		
diagonal	3																																																																																																																																																																																																		
Run for full Turn	1/2 all AP																																																																																																																																																																																																		
Climb Stairs or Ladder	2x AP																																																																																																																																																																																																		
Climb Rope	3x AP																																																																																																																																																																																																		
Swim	2x AP																																																																																																																																																																																																		
<i>Equipment and Weapon Use</i>																																																																																																																																																																																																			
▲ Short Communication	1																																																																																																																																																																																																		
Draw and Ready Device	2																																																																																																																																																																																																		
▲ Operate Familiar Device	2																																																																																																																																																																																																		
Draw and Ready Weapon	2																																																																																																																																																																																																		
Aim Weapon	2																																																																																																																																																																																																		
▲ Quick-Draw and Fire	3																																																																																																																																																																																																		
▲ Fire Ready Weapon	1																																																																																																																																																																																																		
▲ Throw Ready Weapon	1																																																																																																																																																																																																		
Adjust Weapon Settings	2																																																																																																																																																																																																		
Reload Weapon	2																																																																																																																																																																																																		
<i>Combat and Emergency Evasion</i>																																																																																																																																																																																																			
▲ Attack	min. 3																																																																																																																																																																																																		
▲ Parry/Defend	min. 2																																																																																																																																																																																																		
▲ Dodge	min. 3																																																																																																																																																																																																		
▲ Duck Thrown Weapon	2																																																																																																																																																																																																		
▲ Hide in Same Square	1																																																																																																																																																																																																		
▲ Hide in Adjacent Square	4																																																																																																																																																																																																		
▲ Roll Sideways	2																																																																																																																																																																																																		
▲ Drop-to-Ready	1																																																																																																																																																																																																		
▲ Drop-to-Prone	0																																																																																																																																																																																																		
▲ Dive to Prone	2																																																																																																																																																																																																		
▲ Dive Roll	4																																																																																																																																																																																																		
Flying Tackle	min. 4																																																																																																																																																																																																		
<i>Terrain Modifiers</i>																																																																																																																																																																																																			
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Swampy, Rocky, Hvy Veg	3x AP																																																																																																																																																																																																		
Cliffs, Rough Terrain	2x - 4x AP																																																																																																																																																																																																		
Target Modifiers	Dice Mod																																																																																																																																																																																																		
<i>Range</i>																																																																																																																																																																																																			
Point-Blank	-15																																																																																																																																																																																																		
Short	0																																																																																																																																																																																																		
Medium	+15																																																																																																																																																																																																		
Long	+30																																																																																																																																																																																																		
Extreme	+45																																																																																																																																																																																																		
<i>Size</i>																																																																																																																																																																																																			
Very Small	+30																																																																																																																																																																																																		
Small	+15																																																																																																																																																																																																		
Man-size	0																																																																																																																																																																																																		
Large	-15																																																																																																																																																																																																		
Specific Location	+15																																																																																																																																																																																																		
<i>Position</i>																																																																																																																																																																																																			
Standing	0																																																																																																																																																																																																		
Crouched	+5																																																																																																																																																																																																		
Prone	-10																																																																																																																																																																																																		
<i>Concealment</i>																																																																																																																																																																																																			
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1/3 - 2/3	+10																																																																																																																																																																																																		
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<i>Movement</i>																																																																																																																																																																																																			
Stationary	-15																																																																																																																																																																																																		
Moving	0																																																																																																																																																																																																		
Running	+5																																																																																																																																																																																																		
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<i>Aiming</i>																																																																																																																																																																																																			
Aimed Shot	-25																																																																																																																																																																																																		
Snapshot	0																																																																																																																																																																																																		
Quick-Draw/Shoot	+25																																																																																																																																																																																																		
Wrong-Hand	+20																																																																																																																																																																																																		
Simultaneous Attacks	+10 each																																																																																																																																																																																																		
<i>Movement</i>																																																																																																																																																																																																			
Stationary	0																																																																																																																																																																																																		
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<i>Vulcan Nerve Pinch</i>																																																																																																																																																																																																			
Target is:																																																																																																																																																																																																			
Totally Unawares	-30																																																																																																																																																																																																		
Surprised or Distracted	-20																																																																																																																																																																																																		
Alert and Aware	+20																																																																																																																																																																																																		
Aware of the Technique	+40																																																																																																																																																																																																		
10																																																																																																																																																																																																			
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16																																																																																																																																																																																																			

FEDERATION DATABANK

STARFLEET INFONET PUBLIC PERSONNEL RECORDS

NAME		AGE	STR	Top Skills	
SPECIES	P.O.B.	SEX	END	1.	
		HT	INT	2.	
BRANCH		WT	DEX	3.	
		HAIR	CHA	4.	
RANK		EYES	COOL	5.	
				...	
CURRENT ASSIGNMENT		D.O.B.	LUC	Dept Head	Y/N
			PSI	Cmd School	Y/N
				Contact Team Certified?	Y/N

230101.01



Service Record

<p>Honors</p>	
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<p>Assignments _____ Years Served</p> <p>Cadet</p> <p>Term 1</p> <p>Term 2</p> <p>Term 3</p> <p>Term 4</p> <p>Term 5</p> <p>Term 6</p> <p>Term 7</p> <p>Term 8</p> <p>Term 9</p> <p>Term 10</p>
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Family

Homeworld:

Family

Parents:

Childhood:

Siblings

Areas of Improvement

SkillsAttribute

- 1
- 2
- 3

Awards and Honors

Cadet

- Term
- 1
- 2
- 3
- 4
- 5
- 6
- 7
- 8
- 9
- 10

Lifepath

Academy

Cadet

- Term
- 1
- 2
- 3
- 4
- 5
- 6
- 7
- 8
- 9
- 10

History and Notes

Dreams and Direction

FEDERATION CITIZENRY RECORD

CURRICULA VITAE	LOCAL	CONTINENTAL	GLOBAL	INTRA-SOLAR	NEAR WORLD	DISTANT WORLD	SPACE STATION	ACADEMIA	Term Length	Efficiency	Awards, Honorifics and Notes
1st											
2nd											
3rd											
4th											
5th											
6th											
7th											
8th											
9th											
10th											
11th											
12th											
13th											
14th											
15th											

NAME	AGE
SPECIES	SEX
P.O.B.	HT
CAREER	WT
POSITION	HAIR
ASSIGNMENT	EYES
	D.O.B.
CREDITS	

NAME

23070101

STR	END	INT	DEX	CHA	COOL	LUC	PSI
FOOLIES (CHA+COOL)/2 round down		PERCEPTION (INT+LUC)/2 round down		FOCUS (INT+COOL)/2 round down		PERSEVERANCE (END+LUC)/2 round down	

Administration	Demolitions	Medicine	ST Sensors
Anthrop	Disguise	ST Services	
Appraisal	Ecology	Meteorology	ST Weapon Ops
Archaeo	Electronics	Negot/Diplomacy	ST Weapons Tech
Art	Enviosuit Ops	Oceanography	Stealth/Hide
	Federation History	Pers Wpn Tech	Streetwise
	Federation Law	Philosophy	Survival
	Forgery		
Astron/Atrophys	Gaming	Physics	Track/Evade
Biology	Gambling	Psych	Trade & Commerce
Botany	Geology		Transporter Ops
Bribery	Hvy Wpns Op/Tech	Scrounge	Transporter Tech
Burglary	History	Seduction	Trivia
Carousing		Shuttle Pilot	
Chemistry	Holotechnology	Shuttle Sys Tech	Variable-G Ops
Combat	Instruction	Sm Equip Tech	Vehicle Op
Archaic	Interrogation	Sm Unit Tactics	
Armed	Intimidate	Sports	Warp Drive Tech
H-T-H	Lang		Zoology
Modern		ST Cbt Tac/Str	
Computer Op	Law	ST Comm Proc	
Computer Tech		ST Comm Tech	
Culture	Leadership	ST Engineering	
	Life Support Tech	ST Helm	
Dmg Ctrl Proc	Materials Science	ST Navigation	
Def Shield Tech	Mechanics	ST Security	

ACTION POINTS	NATURAL	WOUND FATIGUE STUN	LUC Pool <small>NATURAL</small>	PSI Vector
	CURRENT	ATTRIBUTE FATIGUE EFFECTS		PSI Pool <small>NATURAL</small>
	SAVE (END/2 rd)			
	SAVE (END/4 rd)			
	UNC (END/10 rd)			
	BARE HAND DAMAGE.....		TO HIT TABLE	
SKILL BONUS.....+		(SKILL + DEX)/2=TOHIT DMG		
TOTAL.....=		Modern..... PER SETTING		
WEAPON DAMAGE		H-T-H.....		
STR BONUS.....+				
SKILL BONUS.....+				
TOTAL.....=				

Action Point Table	A Opportunity Action
Position Change	
▲ Turn in Place	1
▲ Stand-to-Sit or reverse	1
▲ Stand-to-Kneel or reverse	1
▲ Kneel-to-Prone or reverse	1
Movement	
Walk 1sq orthogonal	1
diagonal	1.5
Evade 1sq orthogonal	2
diagonal	3
Crawl 1sq orthogonal	2
diagonal	3
Run for full Turn	1/2 all AP
Climb Stairs or Ladder	2x AP
Climb Rope	3x AP
Swim	2x AP
Equipment and Weapon Use	
▲ Short Communication	1
Draw and Ready Device	2
▲ Operate Familiar Device	2
Draw and Ready Weapon	2
Aim Weapon	2
▲ Quick-Draw and Fire	3
Fire Ready Weapon	1
▲ Throw Ready Weapon	1
Adjust Weapon Settings	2
Reload Weapon	2
Combat and Emergency Evasion	
▲ Attack	min. 3
▲ Parry/Defend	min. 2
▲ Dodge	min. 3
▲ Duck Thrown Weapon	2
Hide in Same Square	1
Hide in Adjacent Square	4
Roll Sideways	2
Drop-to-Ready	1
Drop-to-Prone	0
Dive to Prone	2
Dive Roll	4
Flying Tackle	min. 4
Terrain Modifiers	
Clear, Road or Path	1x AP
Hills, Light Vegetation	2x AP
Swampy, Rocky, Hvy Veg	3x AP
Cliffs, Rough Terrain	2x - 4x AP

To-Hit Modifiers	Dice Mod
Target Modifiers	
Range	
Point-Blank	-15
Short	0
Medium	+15
Long	+30
Extreme	+45
Size	
Very Small	+30
Small	+15
Man-size	0
Large	-15
Specific Location	+15
Position	
Standing	0
Crouched	+5
Prone	-10
Concealment	
≤ 1/3	0
1/3 - 2/3	+10
2/3 ≥	+30 or more
Movement	
Stationary	-15
Moving	0
Running	+5
Attacker Modifiers	
Aiming	
Aimed Shot	-25
Snapshot	0
Quick-Draw/Shoot	+25
Wrong-Hand	+20
Simultaneous Attacks	+10 each
Movement	
Stationary	0
Moving	+5
Running	+15
Evading	+30
Vulcan Nerve Pinch	
Target is:	Die Mod
Totally Unawares	-30
Surprised or Distracted	-20
Alert and Aware	+20
Aware of the Technique	+40

FEDERATION DATABANK

STARFLEET INFONET PUBLIC PERSONNEL RECORDS

NAME		AGE	STR	Top Skills	
SPECIES	P.O.B.	SEX	END	1.	
		HT	INT	2.	
BRANCH		WT	DEX	3.	
		HAIR	CHA	4.	
RANK		EYES	COOL	5.	
				...	
CURRENT ASSIGNMENT		D.O.B.	LUC	Dept Head	Y/N
			PSI	Cmd School	Y/N
				Contact Team Certified?	Y/N

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Service Record

<p>Honors</p>	
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<p>Assignments _____ Years Served</p> <p>Cadet</p> <p>Term 1</p> <p>Term 2</p> <p>Term 3</p> <p>Term 4</p> <p>Term 5</p> <p>Term 6</p> <p>Term 7</p> <p>Term 8</p> <p>Term 9</p> <p>Term 10</p>
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Family

Homeworld:

Family

Parents:

Childhood:

Siblings

Areas of Improvement

SkillsAttribute

1

2

3

Awards and Honors

Cadet

Term	1
	2
	3
	4
	5
	6
	7
	8
	9
	10

Lifepath

Academy

Cadet

Term	1
	2
	3
	4
	5
	6
	7
	8
	9
	10

FEDERATION CITIZENRY RECORD

CURRICULA VITAE	LOCAL	CONTINENTAL	GLOBAL	INTRA-SOLAR	NEAR WORLD	DISTANT WORLD	SPACE STATION	ACADEMIA	Term Length	Efficiency	Awards, Honorifics and Notes
1st											
2nd											
3rd											
4th											
5th											
6th											
7th											
8th											
9th											
10th											
11th											
12th											
13th											
14th											
15th											

NAME	AGE
SPECIES	SEX
P.O.B.	HT
CAREER	WT
POSITION	HAIR
ASSIGNMENT	EYES
	D.O.B.
CREDITS	

NAME

23070101

STR	END	INT	DEX	CHA	COOL	LUC	PSI
FOOLIES (CHA+COOL)/2 round down		PERCEPTION (INT+LUC)/2 round down		FOCUS (INT+COOL)/2 round down		PERSEVERANCE (END+LUC)/2 round down	

Administration	Demolitions	Medicine	ST Sensors
Anthrop	Disguise	ST Services	
Appraisal	Ecology	Meteorology	ST Weapon Ops
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Art	Enviosuit Ops	Oceanography	Stealth/Hide
	Federation History	Pers Wpn Tech	Streetwise
	Federation Law	Philosophy	Survival
	Forgery		
Astron/Atrophys	Gaming	Physics	Track/Evade
Biology	Gambling	Psych	Trade & Commerce
Botany	Geology		Transporter Ops
Bribery	Hvy Wpns Op/Tech	Scrounge	Transporter Tech
Burglary	History	Seduction	Trivia
Carousing		Shuttle Pilot	
Chemistry	Holotechnology	Shuttle Sys Tech	Variable-G Ops
Combat	Instruction	Sm Equip Tech	Vehicle Op
Archaic	Interrogation	Sm Unit Tactics	
Armed	Intimidate	Sports	Warp Drive Tech
H-T-H	Lang		Zoology
Modern		ST Cbt Tac/Str	
Computer Op	Law	ST Comm Proc	
Computer Tech		ST Comm Tech	
Culture	Leadership	ST Engineering	
	Life Support Tech	ST Helm	
Dmg Ctrl Proc	Materials Science	ST Navigation	
Def Shield Tech	Mechanics	ST Security	

ACTION POINTS	UNCONSCIOUS SAVES	NATURAL	WOUND FATIGUE STUN	LUC Pool	PSI Vector	((INT+CHA+PSI)/3) rd
		CURRENT	ATTRIBUTE FATIGUE EFFECTS		PSI Pool NATURAL	
		SAVE (END/2 rd)				
		SAVE (END/4 rd)		TO HIT TABLE ((SKILL + DEX)/2 = TOHIT DMG) Modern..... H-T-H.....		
		UNC (END/10 rd)				
1						
2						
3						
4						
5						
6						
7						
8						
9						
10						
11						
12						
13						
14						
15						
16						

Action Point Table A Opportunity Action

Position Change

- A Turn in Place 1
- Stand-to-Sit or reverse 1
- A Stand-to-Kneel or reverse 1
- A Kneel-to-Prone or reverse 1

Movement

- Walk 1sq orthogonal 1
- diagonal 1.5
- Evade 1sq orthogonal 2
- diagonal 3
- Crawl 1sq orthogonal 2
- diagonal 3
- Run for full Turn 1/2 all AP
- Climb Stairs or Ladder 2x AP
- Climb Rope 3x AP
- Swim 2x AP

Equipment and Weapon Use

- A Short Communication 1
- Draw and Ready Device 2
- A Operate Familiar Device 2
- Draw and Ready Weapon 2
- Aim Weapon 2
- A Quick-Draw and Fire 3
- A Fire Ready Weapon 1
- A Throw Ready Weapon 1
- Adjust Weapon Settings 2
- Reload Weapon 2

Combat and Emergency Evasion

- A Attack min. 3
- A Parry/Defend min. 2
- A Dodge min. 3
- A Duck Thrown Weapon 2
- A Hide in Same Square 1
- A Hide in Adjacent Square 4
- A Roll Sideways 2
- A Drop-to-Ready 1
- A Drop-to-Prone 0
- A Dive to Prone 2
- A Dive Roll 4
- Flying Tackle min. 4

Terrain Modifiers

- Clear, Road or Path 1x AP
- Hills, Light Vegetation 2x AP
- Swampy, Rocky, Hvy Veg 3x AP
- Cliffs, Rough Terrain 2x - 4x AP

To-Hit Modifiers

Target Modifiers	Dice Mod
<i>Range</i>	
Point-Blank	-15
Short	0
Medium	+15
Long	+30
Extreme	+45
<i>Size</i>	
Very Small	+30
Small	+15
Man-size	0
Large	-15
Specific Location	+15
<i>Position</i>	
Standing	0
Crouched	+5
Prone	-10
<i>Concealment</i>	
≤ 1/3	0
1/3 - 2/3	+10
2/3 ≥	+30 or more
<i>Movement</i>	
Stationary	-15
Moving	0
Running	+5
Attacker Modifiers	
<i>Aiming</i>	
Aimed Shot	-25
Snapshot	0
Quick-Draw/Shoot	+25
Wrong-Hand	+20
Simultaneous Attacks	+10 each
<i>Movement</i>	
Stationary	0
Moving	+5
Running	+15
Evading	+30
Vulcan Nerve Pinch	
Target is:	Die Mod
Totally Unawares	-30
Surprised or Distracted	-20
Alert and Aware	+20
Aware of the Technique	+40

FEDERATION DATABANK

STARFLEET INFONET PUBLIC PERSONNEL RECORDS

NAME		AGE	STR	Top Skills	
SPECIES	P.O.B.	SEX	END	1.	
		HT	INT	2.	
BRANCH		WT	DEX	3.	
		HAIR	CHA	4.	
RANK		EYES	COOL	5.	
				...	
CURRENT ASSIGNMENT		D.O.B.	LUC	Dept Head	Y/N
			PSI	Cmd School	Y/N
				Contact Team Certified?	Y/N

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Service Record

<p>Honors</p>	
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<p>Assignments _____ Years Served</p> <p>Cadet</p> <p>Term 1</p> <p>Term 2</p> <p>Term 3</p> <p>Term 4</p> <p>Term 5</p> <p>Term 6</p> <p>Term 7</p> <p>Term 8</p> <p>Term 9</p> <p>Term 10</p>
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Roster

INTERACTIVE
CHARACTER
TIMELINE

NAME

YEAR

LEGEND

[illegible]

(N)PC ABILITIES MATRIX

[illegible]

PHYSICAL TRAINING

STR	END	INT	DEX	CHA	COOL	NON

COMBAT TRAINING

ARCHAIC	ARMED (SPECIFY)	MODERN	H - T- H

SKILL TRAINING

LIST SKILL HEADERS WITH STUDENTS UNDERNEATH

UP FOR PROMOTION

SIDE PLOTS

“REMEMBER”

GM NOTES

FAMILY DRAMATICS AND LIFE PATH

MORE COMPLICATIONS

ONLY CHILD

1ST BORN

TWINS

DEAD PARENT(S)/SIB(S) & CAUSE

HATREDS AND HEROES

PAST COMPLICATIONS



Star Trek: The Role Playing Game™

Jack Photon's 4.0th Fantaversary Revision

NPC Roster: Federation Citizenry

A blank set of four sheets for each of
25 Federation Citizens in your campaign.

Personal Notes

Character Sheet

Back Sheet

Universal Profile



"To explore strange new worlds.
To seek out new life and new civilizations.
To boldly go where none a'gone a'fore."



Original Game System, FASA ©1983~1988
Jack Photon's 3rd Edition Framework, ©2022
Jack Photon's 4.0th Fantaversary Revision, ©2023 | ©1984~2000, 2020-2023
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